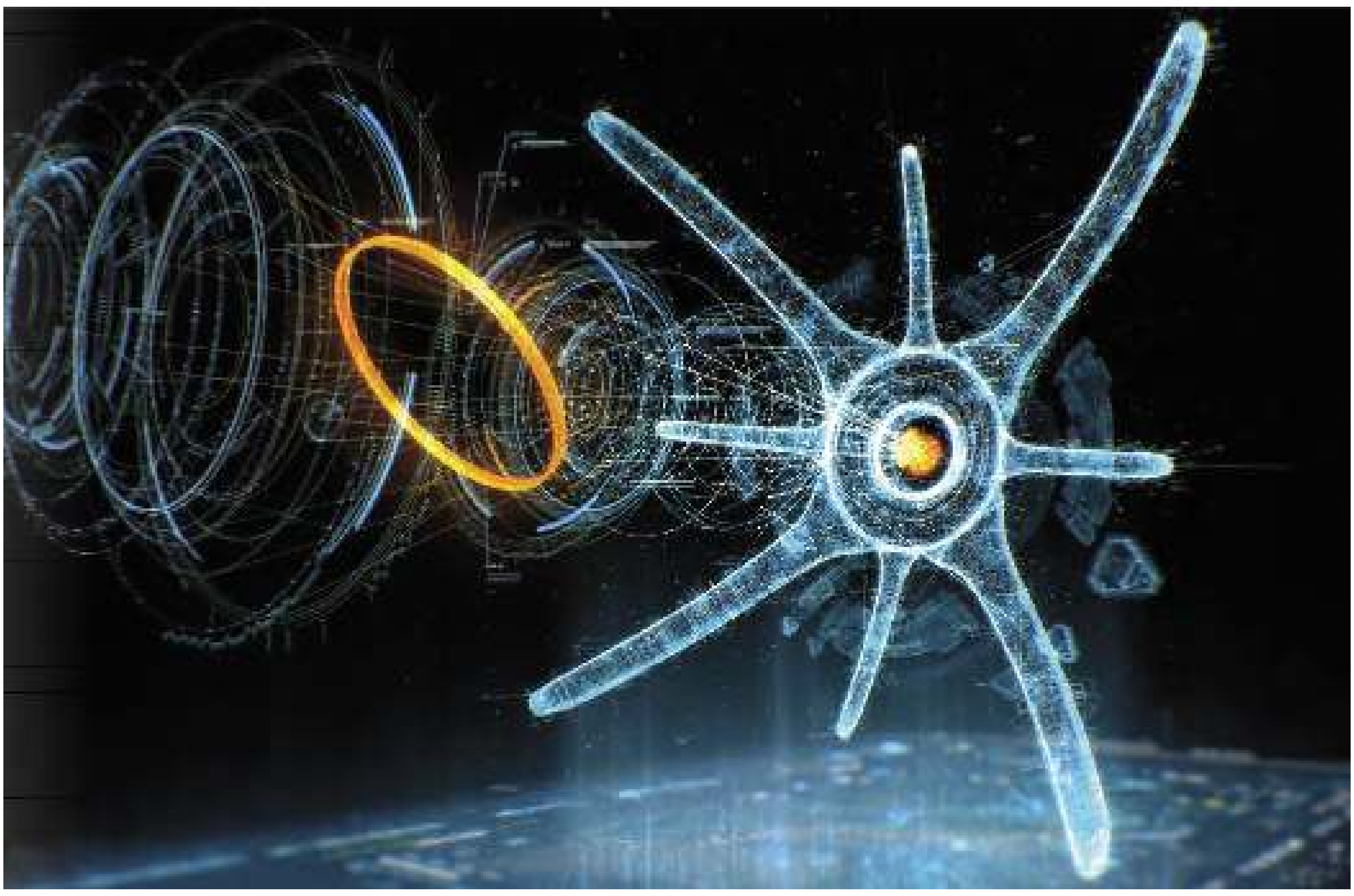
Foreword

Making Halo Wars 2



Thank you so much for leaping into the world of *Halo Wars*!

The question I get asked the most is: why do a *Halo Wars* sequel now? The simple answer is: the fans. At 343 Industries, we regularly poll our audience, and—depending on the timing—a *Halo Wars* sequel has been either the number one or number two most-requested game from *Halo* fans. We're delighted to finally make this happen.

The team's goal with this game was, first and foremost, to create an amazing RTS title. We wanted to construct an explosive, fast-paced experience that really made you feel like you were controlling vast *Halo* armies with overwhelming power. RTS is such an amazing genre, but we realized it can also be intimidating for some people, so we tried to create a mode that would let us onboard new players, as well as offer an experience that veteran players could enjoy. Finally, we wanted to do something original in the genre. The result of our ambition and hard work is Blitz, an entirely new way to play RTS.

One of the things I love about *Halo* is the great story and characters, and with *Halo Wars 2*, we took some huge bets on both. I couldn't be happier with the response to Atriox and Isabel. In particular, I think Atriox is one of the most compelling villains the franchise has ever seen, and I can't wait for you to get to know him, and the Banished, better! And their stories don't end in *Halo Wars 2*. From this launching point, both our heroes and our villains will undertake adventures that will shape the future of the wider *Halo* Universe.

But *Halo* is also about explosions! This guide will enable you to formulate strategies to achieve victory on the Ark by giving you in-depth information on every building, weapon, vehicle, and more in *Halo Wars 2*. From the fast-moving Jackrabbit to the deadly Marauder, we've introduced an arsenal of new war engines and powerful heroes to *Halo* that you'll learn to love and fear. I hope that deeper understanding of their advantages, disadvantages, and special quirks will translate to a greater sense of enjoyment of the game.

It's been an amazing ride making *Halo Wars 2*! I hope you have an amazing time, and that all your battles are victorious. And remember:

"If you find yourself in a fair fight, you didn't plan your mission properly." —David Hackworth

Dan Ayoub

Studio Head at 343 Industries

Getting Started

How to Use This Guide

Welcome to the official strategy guide for *Halo Wars 2*. If you're new to real-time strategy (RTS) gaming, or you've played RTS games before but your skills are a bit rusty, we suggest you carefully review this Getting Started chapter, as well as the Difficulty Levels section at the beginning of our Campaign Walkthrough. In these places, we give you an overview of basic RTS gameplay, including common terms and strategies.

Veteran and competitive-level RTS players may find some helpful tidbits here as well, particularly if you're unfamiliar with innovations the *Halo Wars* franchise has brought to the genre. However, we'd also direct more experienced RTS players to consult our Multiplayer and Data chapters, notably Multiplayer Basics and the Units section of Data.

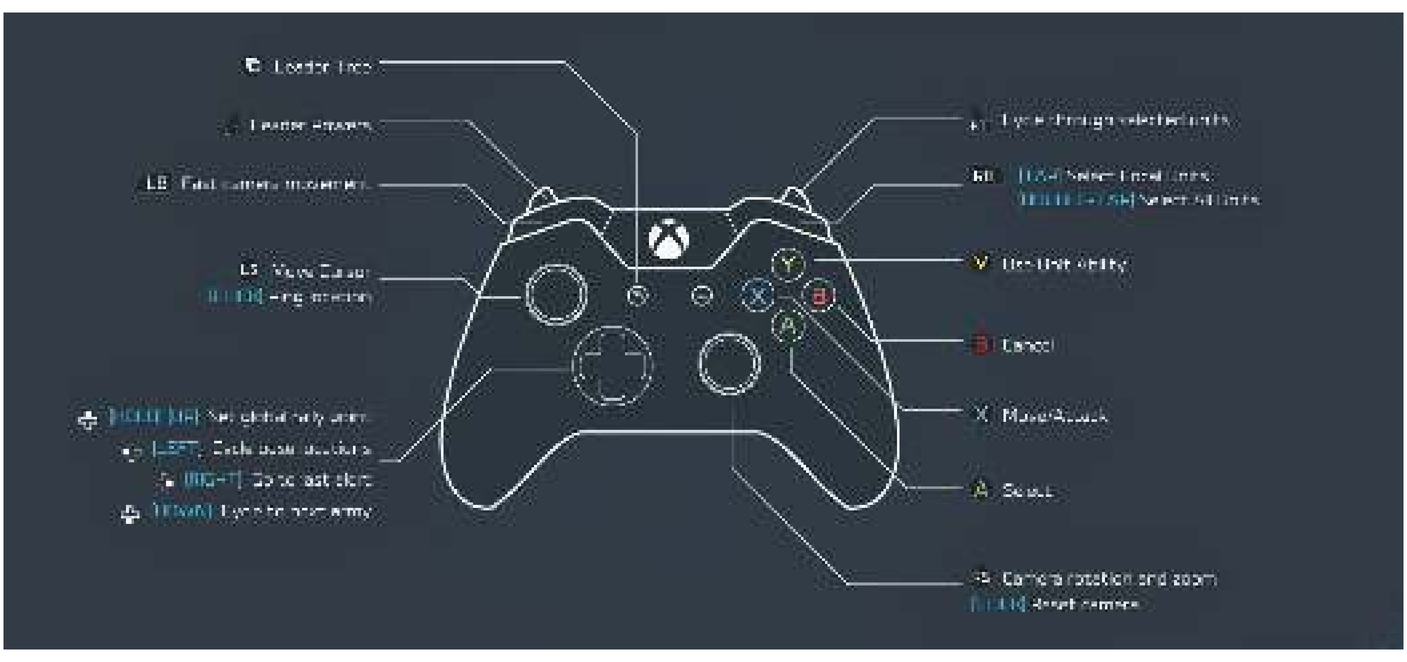
Once you've familiarized yourself with RTS conventions, you're ready to jump into the *Halo Wars 2* Single-player Campaign. The full story features 12 missions, and our Campaign Walkthrough guides you efficiently through each one. We think the overhead maps alone are worth the price of admission, and our step-by-step tactical guidance steers you carefully through every primary, optional, and bonus objective in the game.

Tactically, each Single-player Campaign mission builds from simple to complex and organically directs you toward acquiring the fundamental skills necessary to survive in a Multiplayer environment. But it would be misleading to assume that the *Halo Wars 2* Campaign is some sort of "tutorial" experience. Indeed, even in Normal mode, the Campaign missions become quite challenging and often insidious in design—and we mean "insidious" as a high compliment.

After you beat the Campaign, you're ready to dip your toe into *Halo Wars 2* Multiplayer. Check out our thorough Multiplayer chapter, loaded with unit/structure data, insider advice, and detailed maps. You also get an in-depth discussion of *Halo Wars 2*'s exciting and innovative new Multiplayer game, Blitz.

Getting Started

Controls


Leader Tree
Leader Powers
LB Fast camera movement
LS Move Cursor
[CLICK] Ping location
[HOLD UP] Set global rally point
[LEFT] Cycle between bases
[RIGHT] Go to last alert
[DOWN] Cycle to next army
RT Cycle through selected units
RB [TAP] Select Local Units
[DOUBLE TAP] Select All Units
Y Use Unit Ability
B Cancel
X Move/Attack
A Select
RS Camera rotation and zoom
[CLICK] Reset camera

XBOX ONE AND PC CONTROLS

COMMAND	XBOX ONE BUTTON	PC DEFAULTS
Move camera	Left stick	W, A, S, D
Move camera alternate	—	Up arrow, Left arrow, Down arrow, Right arrow
Rotate camera	Right stick	Alt + move mouse left/right
Rotate camera alternate	—	Insert (left), Delete (right)
Zoom camera	Right stick	Alt + scroll wheel
Zoom camera alternate	—	Page Down (zoom in), Page Up (zoom out)
Select single unit	A (tap)	Left-click (tap)
Paint-selection	A (hold)	Left-click and drag
Select multiple units of same type	A (double-tap)	Left-click (double-tap)
Deselect current selection/Cancel	B (tap)	Escape
Unit orders (move, attack, etc.)	X (tap)	Right-click
Use single unit type's ability	Y (tap)	R
Use all abilities of all selected units	Y (hold)	—
Select local units	RB (tap)	Q
Select all units	RB (double-tap)	E
Fast Camera movement	LB (hold)	Shift
Cycle through unit types in current selection	RT (tap)	Scroll wheel
Leader Power radial	LT (tap)	F
Cycle between bases	Left D-Pad	Z
Cycle between armies	Down D-Pad	X
Cycle between recent alerts	Right D-Pad	Space
Go to Hero	—	V
Set global rally point	Up D-Pad (hold)	Y
Ping location	Left stick (click)	G
Reset camera orientation	Right stick (click)	Home
Add units to current selection	RT + A	Shift + left-click
Remove units from current selection	RT + B	Ctrl + left-click
Queue unit orders	RT + X	Shift + right-click
Create control group	RT + D-Pad direction (hold)	Ctrl + 1 to 0
Select control group	RT + D-Pad direction (tap)	1 to 0 (tap)
Select and move camera to control group	RT + D-Pad direction (double-tap)	1 to 0 (double-tap)
Add units to control group	—	Shift + 1 to 0
Save location	—	Ctrl + F5 to F8
Go to saved location	—	F5 to F8
Base hotkeys: Onscreen HQ	—	` (to the left of the 1 key)
Base hotkeys: Select onscreen base plot 1 to 7	—	1 to 7
Radial menu slot 1-10 shortcuts, starting at the top and moving clockwise	—	E, R, F, V, C, Delete, Z, A, Q, W
Objective/Multiplayer status	View button	F9
Game (Pause) menu	Menu button	F10
Bring up in-game chat/Send message	—	Enter

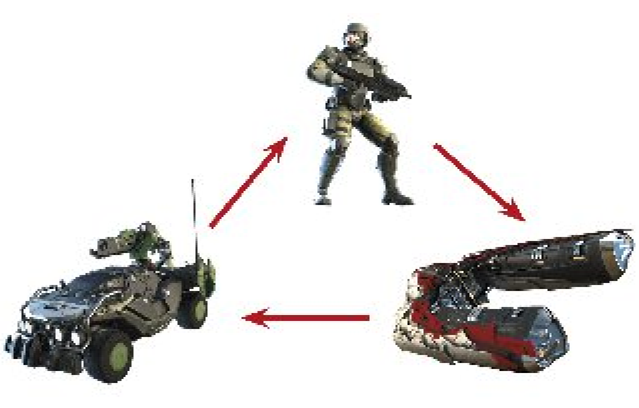
BLITZ CONTROLS

COMMAND	XBOX ONE BUTTON	PC DEFAULTS
Open card hand	LT (hold)	—
Select card	—	1 to 4
Play card	A (tap)	1 to 4
Cancel card play	B (tap)	Escape
Cycle card	X (tap)	Space
Jump to base	Left D-Pad	Z
Cycle between armies	Down D-Pad	X
Cycle control zones	Right D-Pad	C

Getting Started

An RTS Primer

THE “ROCK, PAPER, SCISSORS” CONCEPT



Halo Wars 2, like most classic RTS games, relies on a “golden triangle” of lethality that balances out the three basic types of units available in the game: air, infantry, and vehicle. The effect is like a game of “rock, paper, scissors”—air units deal enhanced damage per second (DPS) to ground vehicles, ground vehicles deal enhanced DPS to infantry, and infantry deals enhanced DPS to air units.

Therefore, when facing foes that are all of one unit type, you can build up a counter-force by creating units that deal bonus damage against that specific enemy type. Check our Units section for details and stats on each unit.

For example, a Wraith tank can devastate UNSC infantry units like Hellbringers, but is quite vulnerable to UNSC flyers like Hornets. If you’re playing as the Banished in a Multiplayer game and your mixed army encounters a squadron of fire-breathing UNSC Hellbringers, pull your Grunt infantry behind your Wraiths and let the tanks tear up the Hellbringers. But if you confront a contingent of Hornets instead, flip the tactic: push your Grunts forward and keep your Wraiths back in the second rank.

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1835
1092
2

While all units in *Halo Wars 2* adhere in general to the golden-triangle rule described above, keep in mind that some “counter-units” are specially designed to inflict bonus damage to specific types of enemy units—and thus, in some cases, counteract the golden-triangle effect. Wolverines are vehicles, and therefore they suffer enhanced damage from enemy flyers. However, Wolverines also sport a rack of deadly anti-aircraft missiles. If you can protect your Wolverines from enemy air-to-ground attacks with a screen of infantry, the Wolverines can tear through a flight of Banshees like tissue paper.

KNOW YOUR COUNTER-UNITS!

Always learn the capabilities—the strengths and especially the weaknesses—of the specific unit types you command. UNSC Hornets are highly mobile, lethal to enemy armored vehicles, but not terribly durable; Banished anti-air units can quickly eviscerate them. Thus, use Hornets to skirt choke points and to seek out and exploit enemy weak spots, instead of having them attack head-on through anti-air defenses.

There are a few special cases where units can flat-out kill other units with impunity, without fear of retaliation. For example, UNSC Hornets have air-to-ground attacks, but Banished Hunters cannot hit air targets; likewise, Banished Banshees can unload on UNSC Cyclops squads without worrying about counterattacks.

SPECIAL ABILITIES

In *Halo Wars 2*, every unit has a primary attack (except Nightingales and Engineers, the game’s repair units). To unleash this attack, select the unit, then move the cursor over its target and press the Attack button. Note that several unit types in the game also boast a secondary unit ability that can be valuable (if not downright critical) in certain combat situations.

For example, the Warthog has a Ram ability that sends the vehicle careening grill-first into targeted units; this attack is particularly devastating to enemy infantry squads. Your Spartan Heroes feature a special triple-purpose ability called the Spartan Slam. When you target the ground near enemy units, the Spartan leaps high and lands with a concussive slam, inflicting damage to all enemy units in the immediate vicinity; when you target certain areas of high ground, the Spartan can use the same ability to hop up a cliff wall; and when you target an enemy vehicle with the Spartan Slam, the Hero jumps aboard and hijacks it.

Make sure you learn what every unit can do—some units have truly game-changing specials. The UNSC Kodiak and the Banished Blisterback offer relatively average primary attacks, but both transform into devastating artillery platforms when their special unit abilities are activated.

LEADER POWERS

In the *Halo Wars 2* Campaign, players can call down powerful strikes or activate other useful functions from the UNSC capital ship, *Spirit of Fire*. These abilities, some active and some passive, are called Leader Powers, and they exert an impressive influence on the battlefield.

Our advice: use Leader Powers frequently but efficiently. Don’t waste Archer Missiles on a small handful of Banished infantry unless your troops are in desperate straits. Save the big strikes for massed foes or when hostile Super units lumber onto the field.

As you progress through each mission and defeat foes, you earn Leader Points you can spend to buy new Leader Powers or upgrade existing ones. In general, you should spend your Leader Points right away; don’t hoard them. Upgrade the Powers that best enhance your preferred style of play.

A DIFFERENT PATH TO POWER

In Multiplayer games, rather than all Powers emanating from the *Spirit of Fire*, sets of specific Leader Powers are associated with individual Leaders. For more on this, see our Multiplayer and Data chapters.

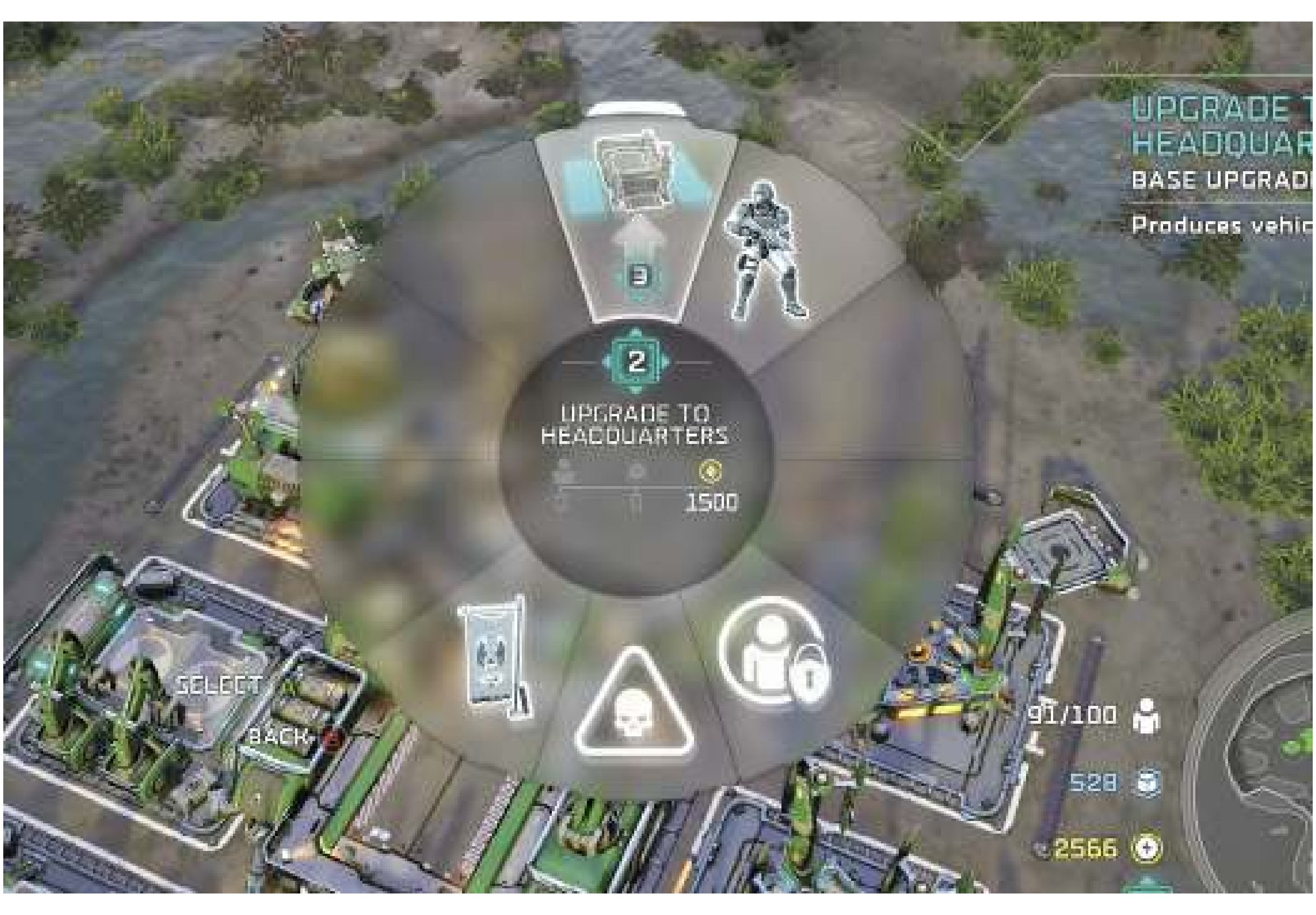
RESOURCES

Almost every RTS game, Campaign or Multiplayer, is a production race at some level—whoever cranks out more and better units usually wins. Your production outflow depends on the inflow of raw materials. In *Halo Wars 2*, that means Supply and Power. Indeed, a faster inflow of resources can offset weaknesses in micro combat skills. If you build more stuff than your foe, you can be an inferior tactician and still win. Thus, creating an efficient base operation is perhaps the most fundamental skill to master in *Halo Wars 2*.

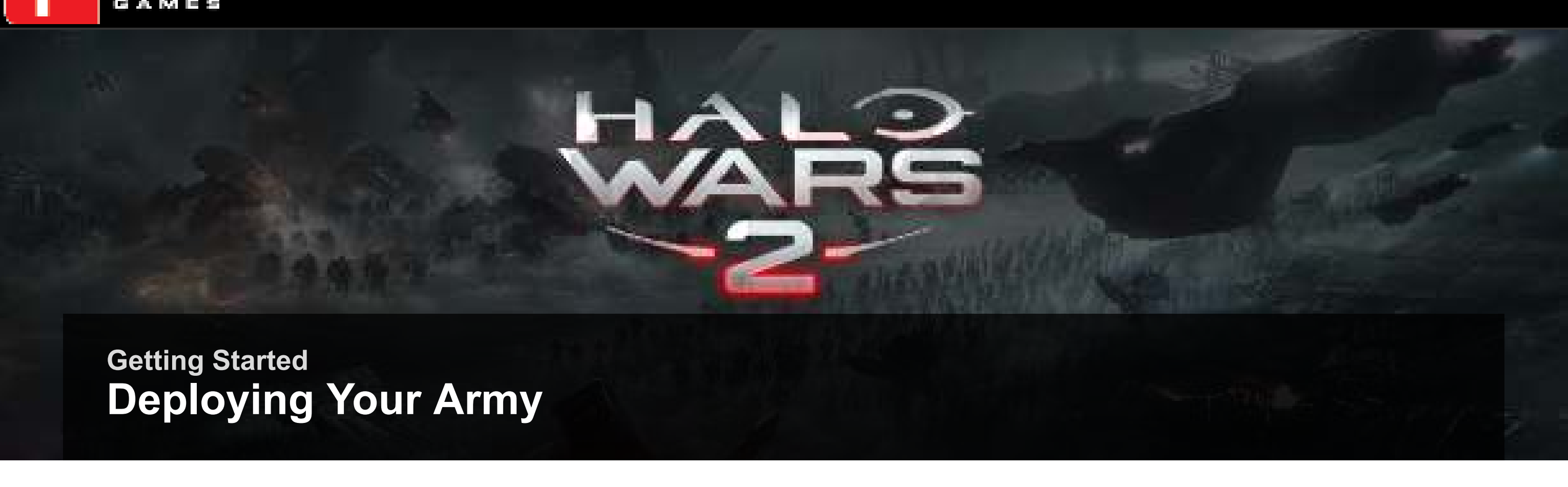
In the early going, possessing more units (and thus more attacks per second) is preferable to having upgraded attacks. In other words, don’t sacrifice troop production to the expensive activity of upgrading your capabilities—at least not right away. Spend the bulk of your early funds on amassing troops. Attack and armor upgrades can be quite valuable in the long run, but also expensive and time-consuming to acquire.

UPGRADES

But if you’ve been thorough and efficient about developing your economy, exploring the map, and managing your forces, sometimes you’re practically drowning in resources as you move into the latter stages of missions. Remember, Supply and Power do you no good sitting in storage. Spend them!



Keep popping back into your base to buy air, vehicle, and infantry upgrades. Visit your Armory to increase the Population cap, speed up production time, and strengthen base structures. Get your Tech Level up to 3. And make sure individual units receive their upgrades too, especially the units you rely on most. Marines should have a Combat Tech, Hornets should have Wingmen, Warthogs should have Gauss Cannons, and so on.



Getting Started

Deploying Your Army

UNIT SELECTION

One of the most important RTS skills to master, especially early on, is how to select your units. Rookies lose a lot of precious time in fumbling attempts to simply select the units they want to move. Your goal should be to make unit selection something you do quickly and instinctively, almost without thought.

As you play the early missions, spend some time practicing each of the following methods:

- To select a single unit from your army, move the cursor over that unit and press the Select button (A on your Xbox One controller). Simple enough, right?
- To "paint-select" several units currently visible onscreen, press and hold the Select button (A) until a selection circle appears. Every unit "painted," or touched, by that circle is selected when you release the Select button. Two important notes regarding this method: First, the longer you hold the Select button, the bigger the selection circle grows, up to a point. Second, while holding the Select button, you can move the selection circle using the left control stick. Again, every unit touched by the circle is selected when you release the Select button.
- To select every unit of one type currently visible onscreen—e.g., all visible Warthogs, or all visible Marines—move the cursor over one unit of that type and double-tap the Select button (A). Note that other units of the same type that are *not* visible onscreen are *not* selected.
- To select every unit currently visible onscreen regardless of type, single-tap the Local Units button. (On your Xbox One controller, tap RB once.)
- To select every unit currently active on the entire map, double-tap the All Units button. (On your Xbox One controller, tap RB twice.)
- To select every unit of the same type currently active on the entire map—e.g., all available Warthogs, or all available Marines—double-tap the All Units button (RB) to select all units, and then repeatedly press the Cycle Through Units control (RT) until you highlight the unit type you want.

If you want to select very specific groupings of mixed units, you can do that in an instant as well. Check out the next section on hotkey grouping to learn about this very important selection skill.

PICK 'EM FAST!

The higher the difficulty level, the more important it is to select the proper units in an instant and deploy them quickly. Practice this skill before you play in Heroic or Legendary mode or take a crack at Multiplayer games.

HOTKEY GROUPING

One of the most effective gameplay skills you can master is how to group your units for speedy micro deployment. *Halo Wars 2* lets you designate up to four separate groups, setting each one to a hotkey. A hotkey is a control (controller button or key) that lets you complete an action with a single press. *Halo Wars 2*'s hotkey system (using the D-Pad on the Xbox One controller) allows you to create an entire group of units you can subsequently select in this way.

Assign hotkeys to groups according to their role, based on the exigencies of the current game or mission. These can change from mission to mission, of course, but some roles remain consistent throughout the game.

Here are a few examples of groupings you might want to assign to a hotkey:

- Main strike force (usually a balanced mix of units)
- Hero group (your Spartans)
- Base or point defense team
- Air combat squadron (for rapid support operations across the map, or to rescue an endangered base)
- Sniper team
- Counter-units by type (e.g., all anti-air Wolverines)
- "Tank" group (big tough units you can push out front to absorb punishment and draw fire away from more fragile units)
- Units with a special ability (e.g., all Warthogs for their Ram ability versus infantry, or all Kodiaks so you can quickly lock them into artillery mode)
- Scout (so you can instantly jump to its location to see what it has revealed in the fog of war)

▸ Be Consistent with Hotkey Groups!

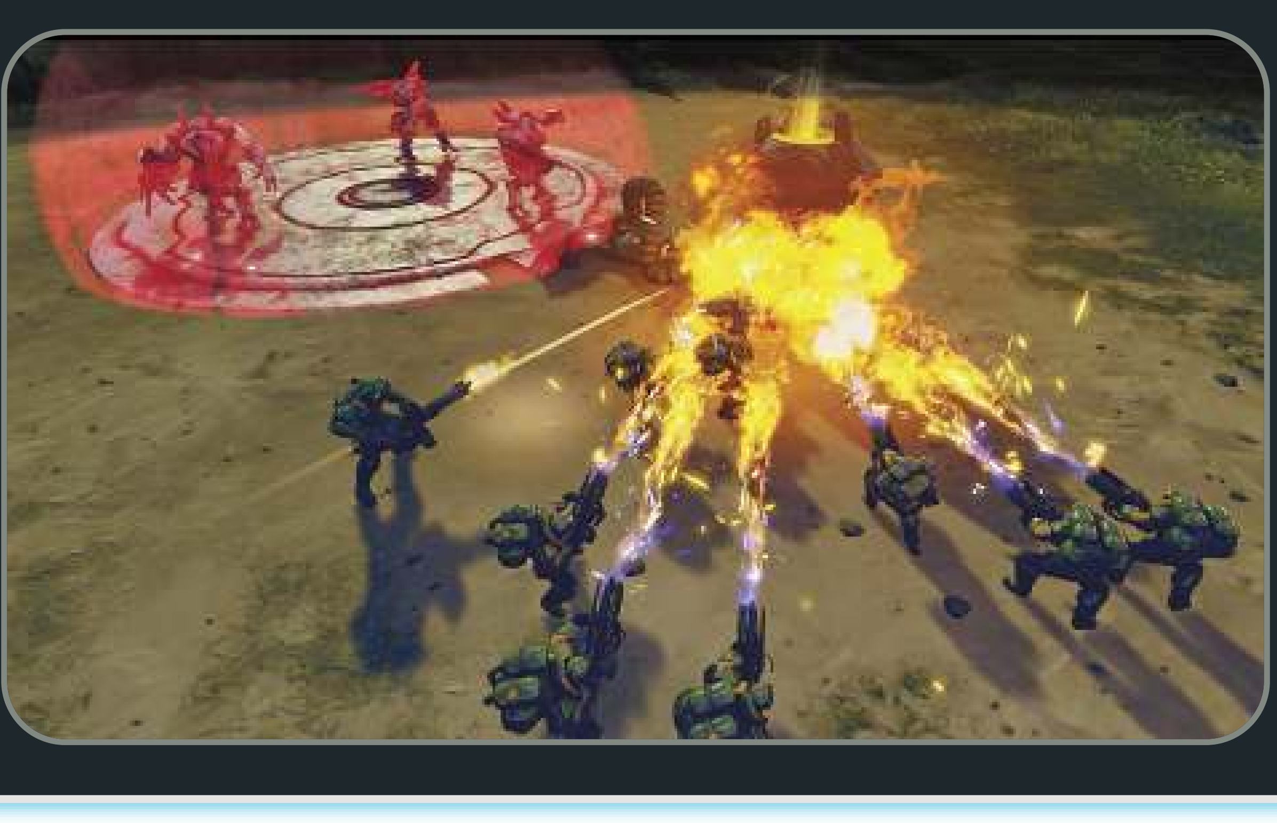
We recommend that you assign the *same* hotkey to specific unit groupings every mission, if you can. For example, we hotkey our Spartan(s) as Group 1, our main strike force as Group 2, our primary specialty unit type for a given mission (flyers only, Snipers only, anti-air only, tanks only, etc.) as Group 3, and our emergency rapid-response team (usually Hornets or Warthogs) as Group 4. If you use the same key for the same group type every mission, hitting those hotkeys will become a reflex action.

It is particularly important to hotkey any units you send out as scouts. Scouts are typically weak, expendable units who die fast when they stumble into the lethal trouble (enemy forces or bases) they seek. You want to get a glimpse through the fog of what the scout has discovered before the poor guy gets obliterated.

Sometimes it's wise to assign a hotkey to certain units with special secondary abilities so you can quickly select them and activate the ability in the chaos of battle. For example, the Warthog's ability to ram and decimate enemy infantry squads, or the Spartan ability to commandeer enemy vehicles.

THE IMPORTANCE OF CONCENTRATED FIRE

Whether attacking or defending, it's almost always a good idea to select larger groups and concentrate fire on individual enemy targets to tear them apart quickly. This is particularly important when facing more powerful foes, like a shielded Brute Warlord, a Scarab, or a tough boss like Decimus. The sooner you eliminate enemies that deal out high DPS, the fewer units you lose.



SCOUTING

Fog of war covers the battlefield, obscuring all areas outside your current units' line of sight. Make use of fast-moving vehicle or aerial units to scout foggy areas, especially to get out ahead of your advancing strike force. Aerial units like Hornets, or cheap but speedy ground units like Jackrabbits, are perfect for scouting. Keep a close eye on them; as mentioned previously, you want to see what scouts reveal in the fog of war before they get killed and the glimpse disappears.

If one of your scouts makes contact with advancing enemy forces, quickly note the enemy unit types and pull your scout back to your army before they suffer critical damage. Then push the best counter-units into your army's front rank and roll forward to engage the foe.

SCOUTING RISKS

When setting out on a recon mission, accept that you may take some losses. That's okay—the value of the information gained is almost always worth the cost of a lost unit or two.

RAIDING

For raiding missions, be sure to strike with a small, highly mobile force, eliminate or cripple your target quickly, and then withdraw before the enemy can retaliate. Aerial units or cliff-jumpers make the most dangerous raiders, as they are unhindered by most terrain; you can hit your target from its least-defended side. UNSC Spartans use their Spartan Slam ability to leap up/down cliffs; Jump Pack Brutes use their jetpacks to do the same for the Banished.

USING RALLY POINTS

Halo Wars 2 gives you two ways to set the exact spot where newly produced units automatically gather, or "rally," when they emerge from a base:

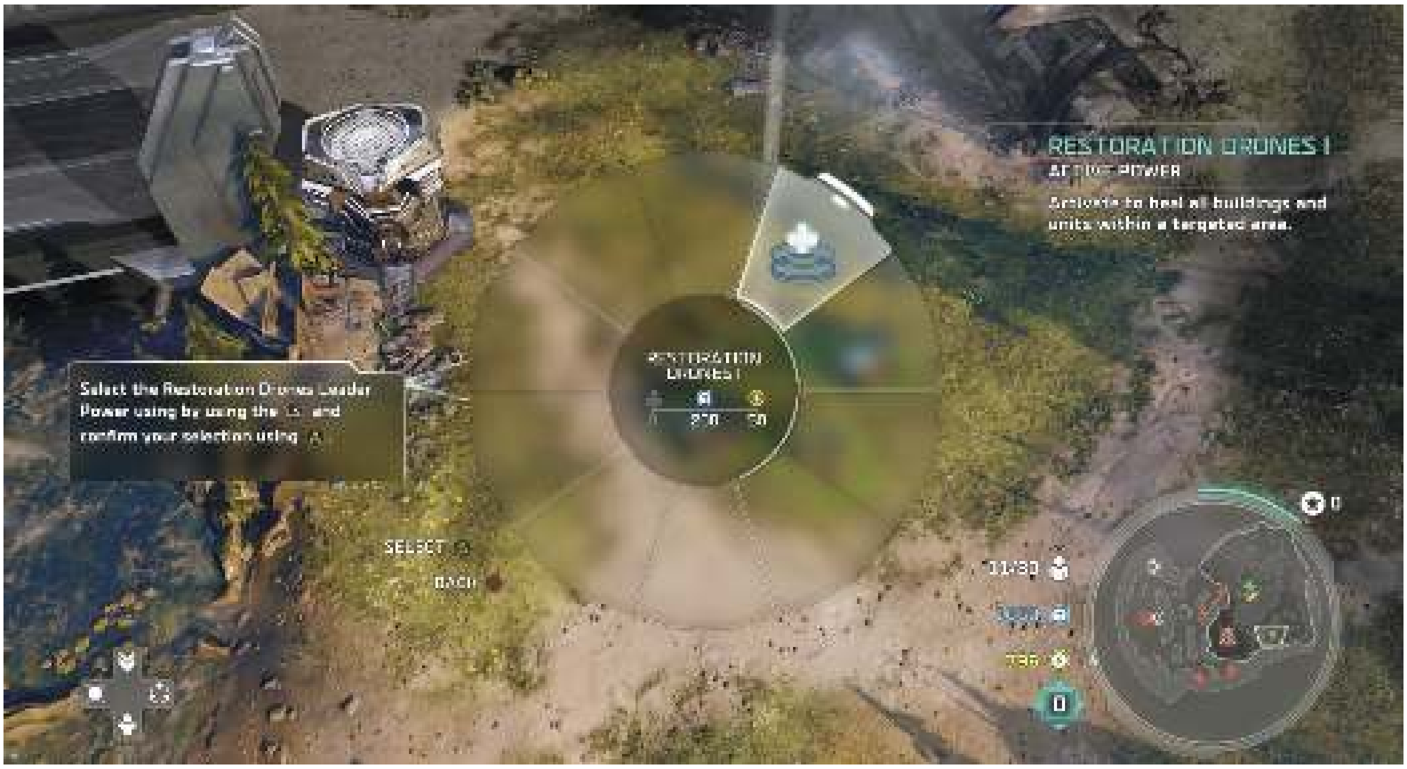
- Local Rally Point: Select the base HQ structure to bring up the radial, highlight and select Rally Point, and then move the cursor and click on the spot where you want your newly produced units to gather. (When you click, you see the spot marked with a rally flag.) With this method, only the units produced by that base rally at the designated point.
- Global Rally Point: Move the cursor to a spot and press the Set Global Rally Point control (hold Up on the D-Pad). This automatically deploys all newly produced troops from all bases to the designated spot. Setting a global rally point supersedes any local rally points you've set for individual bases.

Set rally points in spots where the enemy is likely to pass through when approaching your base. Examine the terrain and identify obvious choke points or bottlenecks. Then set rally points in them for your infantry, vehicle, and air combat units. Remember to group units into mixed-type forces for flexibility.

However, don't set your rally points too far away from the base. If the enemy finds an alternate route into your backyard…or air units bypass your ground forces…or a surprisingly powerful enemy assault overwhelms your base defense from one direction… Well, then you may need to pull back extra troops quickly from the base perimeters to engage the raiders. If your rally points are too far away, the distance may cost you.

Getting Started

Notes on Damage and Healing



RESTORATION DRONES I

ACTIVE POWER

Activate to heal all buildings and units within a targeted area.

Select the Restoration Drones Leader Power using by using the LS and confirm your selection using A

Taking damage does not decrease a unit's damage output. A near-dead Scorpion tank down to its last red bar of health still inflicts the same amount of DPS as a fully healthy Scorpion. So it makes sense to keep each unit engaged in combat as long as possible, pulling it back for healing only when its overall health dips into the red zone. Remember that Nightingale support craft (if available) can hasten the healing of any UNSC unit, vehicle or infantry. (Engineers do the same for the Banished.)

Repairing multiple existing units with Restoration Drones or a Nightingale support craft is cheaper than training new units. Keep a close eye on your key units and base structures during every engagement. If the enemy seems to be pounding on a particular target, run your cursor over it to check its health from time to time.

If a unit's health bar is dropping precipitously, pull it back out of the firefight and park it behind healthy units. If the target taking heavy damage is a structure, consider an immediate hit of Restoration Drones. Do this right in the heat of battle if necessary. Losing a structure is always costly, in terms of resources and lost production, so timely repair work can be crucial to success.

Getting Started

Game Phases

Most Single-player Campaign missions unfold in recognizable phases. Typically, the early phase entails base-building and reconnaissance, the middle phase involves expanding to add new base sites and upgrading your forces, and the endgame culminates in amassing superior numbers to overwhelm your foe in a final showdown.

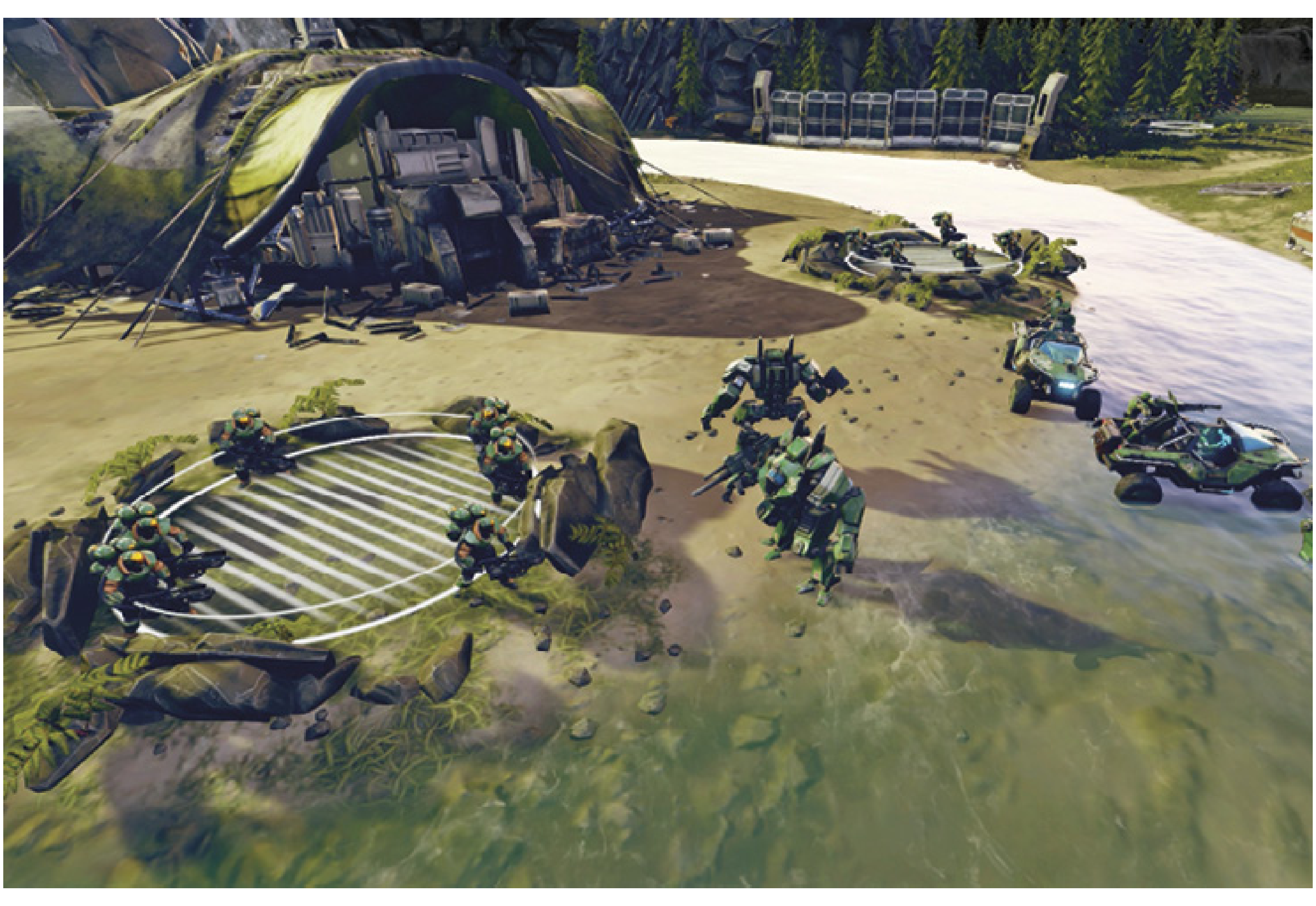
However, not all missions conclude with the destruction of your enemy's base or force. Some feature other primary goals: capturing a set of Nodes, or simply holding out against multiple waves of enemy forces until you can safely evacuate. Often you have to adapt to changing objectives on the fly.

Note also that aspects of each game phase sometimes apply to other phases, and that phases overlap. All that said, let's take a look at how a typical Campaign mission unfolds.

> **UNSC FOCUS**
>
> You play *Halo Wars 2*'s Campaign as the UNSC, so this section focuses on UNSC development. For tips on playing as the Banished, check out our Multiplayer and Data chapters.

EARLY GAME: ESTABLISH AND EXPLORE

Command decisions made in a mission's first five minutes can mark the difference between a clean, efficient victory and a long, painful slog laden with setbacks, or even failure. Good early choices certainly make things much easier in later phases.



OUR TIPS FOR THE EARLY GOING:

- Many Campaign missions open with a base already in place, plus a handful of units. If no base exists, work your way to a base-ready site and immediately call one down.
- If you start with a few Marines, deploy them promptly into any garrisons in the base area. This usually gives you a strong enough defense to fend off an early rush.
- While the base is being delivered, quickly explore the surrounding area for Supply or Power pickups to jumpstart your economy.
- Once the initial base HQ is in place, immediately drop in one Supply Pad and one Generator.
- If you have a five-slot Firebase, add a second Supply Pad; most missions feature Nodes you can tap for Power, but the majority of Supply comes via your base. Use the remaining two slots for the types of troops you want to train: Barracks for infantry, Garage for vehicles, Airpad for flying units.
- Drop Turrets into all available slots. Don't worry about upgrading them yet. Just get them in place as soon as possible. Turrets are powerful defensive assets.

At this point you've got a solid defense established for fending off enemy raiders in the early stages of a standard mission. But your base isn't fully secure or developed yet, and you need infrastructure in place for the expansion that lies ahead in the mid-game phase. Also, you want to start getting a sense of what's lurking out there in the swirling fog of war.

- Send out a couple of swift cheap scouts (Jackrabbits if available, or Warthogs) to get a peek up the road. Try to locate new resources (Power/Supply silos or Power Nodes) as well as enemy bases and deployments.
- Assign a hotkey to your scout so you can switch your view to him quickly, especially if he's getting attacked. A lone scout dies fast if he wanders into a bustling enemy base or assault team. Tap the scout's hotkey to get a good glimpse of the area before he goes down!
- Be sure to explore in every direction, not just the one indicated by the onscreen objective arrow. Bonus resources and Phoenix log collectibles may be stashed off the beaten trail.
- Start building a primary strike force. Produce troops that best counter the enemy forces revealed by your scouts on the map. But keep in mind that surprises may lurk as you push outward, so make sure your army includes a good mix of units.

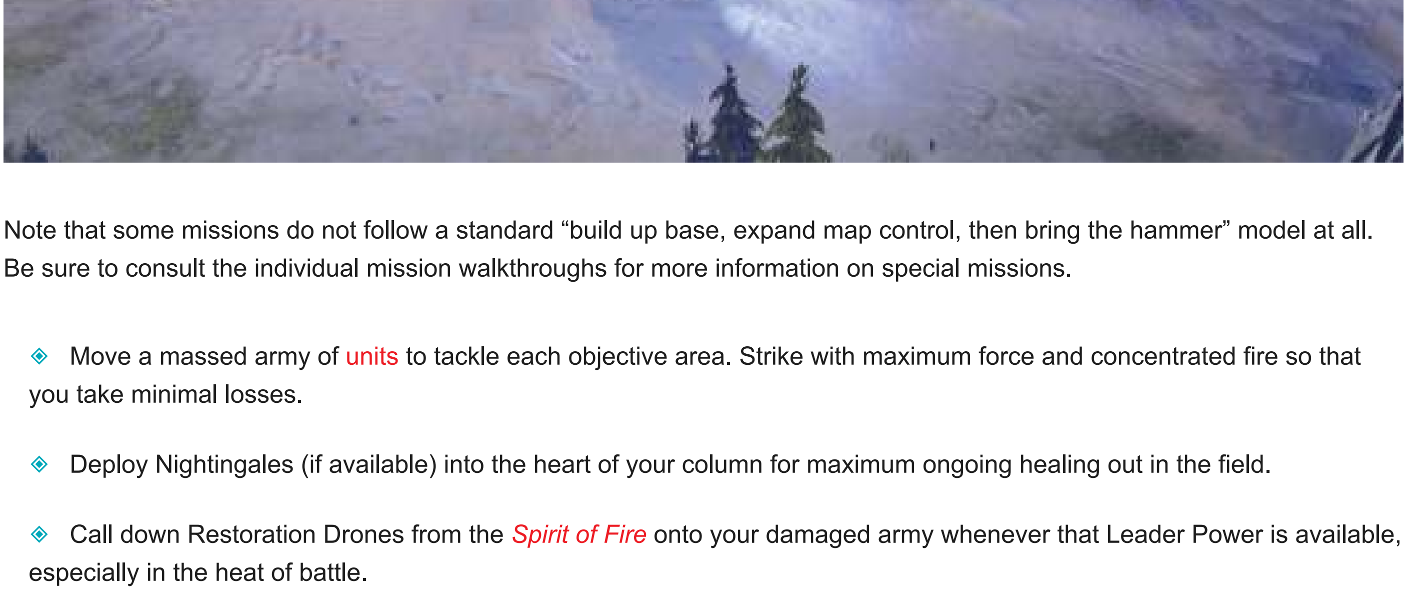
MID GAME: EXPANSION

Once you've got a well-established base and a good idea of what's happening out on the map, it's time to start expanding your operations and territory. The mid game is all about map control.

- Upgrade your Supply Pads to Heavy Supply Pads; upgrade and your Generators to Advanced Generators.
- Send a small squad to any expansion site your scouts have revealed, and protect it while you call down a base. Once the main structure is in place, drop Turrets into any available slots right away so you can free up your troops to move on while your base grows.
- Track down any bonus resources or hidden goodies on the map. Remember, air units cannot collect pickups, so use your fastest ground vehicles for this purpose. That being said, Hornets make excellent scouts, since they can fly over terrain obstacles that may be impassable for ground troops.
- Scout out enemy positions and figure out an avenue of attack—or, if you can't attack, set up a solid line of defense using choke points and high ground if available.
- Start working to complete optional and bonus objectives.
- Research any available upgrades at your Garage, Barracks, and Airpad. Add an Armory at one of your secondary bases and start researching its upgrades as well.
- Evaluate any special military needs necessary for victory during the mission, be they a unit with a critical special ability, or perhaps a large number of a particular type of unit.

ENDGAME: THE SHOWDOWN

Once you've fully established a robust production operation (including a secondary base or two), secured a few optional and bonus objectives, and built a sizable main army, it's time to finish off your opponent and/or complete the primary objectives.



Note that some missions do not follow a standard "build up base, expand map control, then bring the hammer" model at all. Be sure to consult the individual mission walkthroughs for more information on special missions.

- Move a massed army of units to tackle each objective area. Strike with maximum force and concentrated fire so that you take minimal losses.
- Deploy Nightingales (if available) into the heart of your column for maximum ongoing healing out in the field.
- Call down Restoration Drones from the *Spirit of Fire* onto your damaged army whenever that Leader Power is available, especially in the heat of battle.
- Upgraded Turrets are usually adequate to protect your bases, which means you can dump your full Population cap of units into your main assault group(s). However, sometimes you lose a Turret to Banished raiders. Keep one squadron of three to five Hornets assigned to a hotkey for speedy deployment to an endangered base, if necessary.
- Replace lost forces and set your rally points to positions where the new troops can quickly join your offensive army.
- Focus your full force on each objective in order, unless you have a critically pressing need to split up your force. Examples include sending infantry units to capture Power Nodes uncovered as you march across the map, and trying to maximize your time bonus.
- Tackle any remaining optional or bonus objectives that require specific action before you finish a mission.

Other Tips and Tactics

- Move infantry units into the cover provided by garrisons whenever possible. Cover increases their durability, line of sight, and range.
- Remember that you can hold down the Fast Camera button (LB on the Xbox One controller) to speed up your camera moves. Use this regularly—sometimes every second counts!
- Expert players should take advantage of the D-Pad controls that let you fast-jump to bases, armies, and “alerts” (hot spots) instantly.
- Good players *must* multitask. Don’t be afraid to leave troops to fight on their own in battle for brief periods while you check on situations elsewhere. Unattended units can “think” with some intelligence.
- Upgrading your base level is almost always advantageous. You can increase the number of slots for facilities and raise your Tech Level, which allows you to build more powerful units.
- Your Armory offers several extremely useful upgrades. The best, in our opinion, may be Reinforcements I/II/III, which raise your Population cap by 20 with each upgrade.
- Never pass up the chance to capture a Power Node. The increased Power income is significant, making it possible to build fewer Generators and more Supply Pads to balance out your resource inflow.
- Fill every Turret slot you find on a map. Turrets are relatively inexpensive yet provide remarkably durable defense capabilities. Upgrading Turrets is usually worth the price, but make sure you match the upgrade (Anti-Air, Anti-Infantry, Anti-Vehicle) to the primary threat you face at that map point.
- Minibases are usually worth the cost too. They can give you the production boost you need, and often let you crank out units closer to the battlefield.
- Remember that shielded units regenerate their depleted shields automatically. If you break an enemy’s shield, don’t let up until you reduce his health bar some as well. Otherwise you’re wasting firepower.
- Scorpions are awesome. Get to Tech Level 3 as soon as you can, then crank out these tanks from your Garage.

Campaign Walkthrough

Overview

Welcome to our guide to the *Halo Wars 2* Single-player Campaign. Here's where we take you step-by-step through the experience of the game's 12 multifarious missions. Creative Assembly is the best in the RTS (real-time strategy) business, and they did their usual bang-up job on this latest chapter in the ongoing Halo story. It sure is nice to have Captain Cutter, Professor Anders, and the *Spirit of Fire* back again.

It's important to note that this walkthrough directs you through the *Halo Wars 2* Campaign based on Normal difficulty mode. However, check out the intro of this chapter for an explicit breakdown of the differences between Easy, Normal, Heroic, and Legendary modes. And speaking of legendary, our mission walkthroughs also include a few survival tips from the QA team at 343 Industries. After all, nobody knows the game better. Special thanks for their gracious assistance.

Campaign Walkthrough

Difficulty Levels

We don’t give you specific in-mission tips for beating the game in Heroic or Legendary modes; such tips would be repetitive, as they are essentially the same for every mission. Why? Because the real answer for how to beat the game in Legendary mode is “play faster with fewer mistakes.”

That said, here’s a look at some metrics on the four modes, including a discussion of the specific skill set the design team wants players to develop for each mode. Please note: this information comes directly from the team’s documentation, so you’re getting it straight from the horse’s mouth here.

SOME COMMON RTS TERMS

The acronym APM is a gaming term that stands for “actions per minute.” In general, the higher the difficulty level, the more APM you must perform. Beginners can usually perform about 20-30 actions per minute in a real-time strategy game. On the other end of the scale, professional e-gamers average around 300 APM, and often go over 400 in particularly intense battles.

Another common RTS term is “expand” or “expansion.” This refers to the practice of building secondary bases around the map in addition to your main base.

The following notes also refer to “rally points,” which are simply gathering points that you can manually set on the map for each base. When any new unit is produced at that base, it emerges and automatically proceeds to the rally point. Setting rally points in the right places can give you certain tactical advantages.

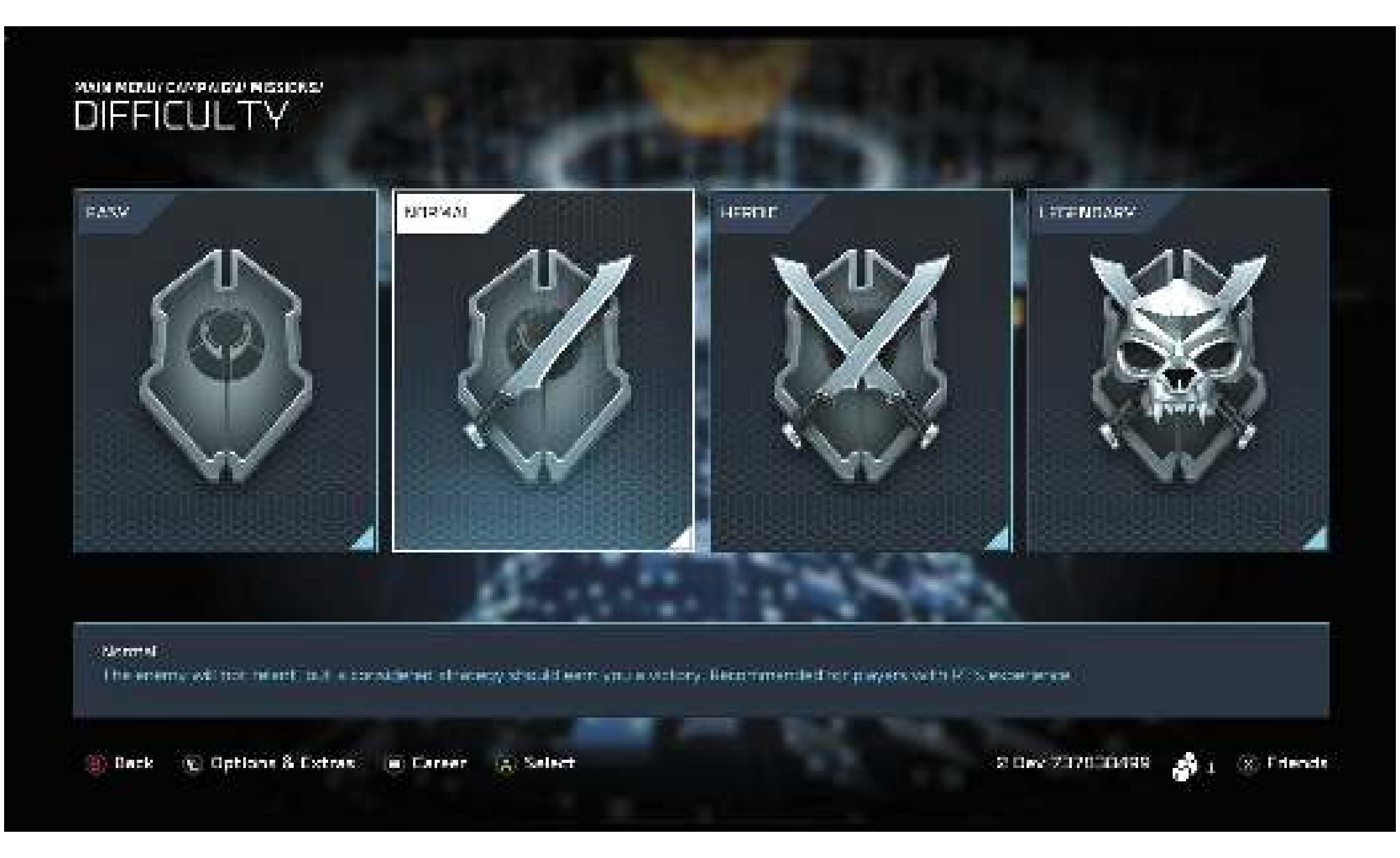
An important and ubiquitous RTS term is “counter.” Certain units are designed with abilities that make them more lethal to specific enemy unit types. For example, the UNSC Wolverine has a rack of deadly anti-air missiles that can decimate Banshees or other enemy flyers. Thus, when Banshees appear, you want Wolverines as a “counter” to them. Knowing your counter-units is an important skill in mastering RTS gaming.

The term “micro” (used as a verb) refers to the management of individual units or unit types within the course of a battle. The example just above is a good one: Banshees suddenly swoop out of the fog of war, so you quickly group-select your Wolverine units and direct them to concentrate fire on individual Banshees one by one, thus tearing apart the flyer squadron swiftly. If you don’t “micro” your units, they may self-select targets they don’t counter as well.

Finally, you’ll see regular reference to the term “economy.” This refers to three basic aspects of RTS play:

- The accumulation of resources—in this case, of Supply and Power—that can be used to build, produce, or buy stuff.
- The construction of physical facilities at your base—Turrets, Generators, Supply Pads; Garage, Armory; etc.
- The production (sometimes called “training”) of your combat troops and other units.

THE MODES



Easy

LEADER POWERS

There is no requirement to support units with offensive Leader Powers. You should still heal/repair your units occasionally.

UPGRADES

You are not required to trigger upgrades, although upgrades are advertised and incentivized in-game.

CONTROLS/APM

You are not required to use global or local rally points and should be able to tackle most encounters by group-selecting All Units (the “big ball of death” tactic) and moving from threat to threat. The need for high APM is rare.

AVERAGE APM

15

ECONOMY

You need to construct both Supply Pads and Generators, raising inflow to a stable level and then expanding in order to complete missions comfortably. Collect some on-map resources too (Supply and Power pickups), particularly in missions with minibases.

BASE-BUILDING

You should expand, and you’ll benefit from the added economy.

ENEMY

The enemy neither expands nor provides much harassment of your bases. The enemy won’t cast Leader Powers to support their troops outside of mission-scripted Powers.

ELEVATION ADVANTAGES

You won’t need to use these.

SPECIAL ABILITIES

You won’t need to use these.

HIGH-LEVEL BEHAVIOR

At a basic level, you can simply accumulate an All Units “ball of death” and rampage around the map, moving from threat to threat. You can get to locations manually via the basic camera movement without using the Fast Camera move. Finally, you should be exploring the use of the global rally point to help deploy your forces more tactically.

Normal

LEADER POWERS

Required to support your units with healing/repair and the occasional offensive Leader Power. No requirement to invest in passive Powers.

UPGRADES

You should be upgrading some units and using available upgrades at the Armory.

CONTROLS/APM

Use global and local rally points so your troop movement is more automated. This helps reduce the need for high APM.

AVERAGE APM

30

ECONOMY

Aim to capture some Power Node capture points on the map to support your economy.

BASE-BUILDING

Expand when possible, as you’ll benefit from the added economy.

ENEMY

The enemy will expand and also capture Nodes from time to time, harass your base quite often, and occasionally use random Leader Powers in addition to mission-scripted Powers.

ELEVATION ADVANTAGES

Useful in encounters, but not always necessary.

SPECIAL ABILITIES

Use these occasionally in encounters.

HIGH-LEVEL BEHAVIOR

At a basic level, we expect you to accumulate forces and start to understand counter-units. This should lead to splitting forces manually by double-tapping A to select units of a certain type and then targeting the specific enemies those units counter.

Use a combination of the Local Units and All Units commands to separate forces and apply appropriate forces to counter situations. However, we’d expect you to fall back on All Units to get out of trouble in a pinch.

Use the D-Pad shortcuts and the Fast Camera move to reach threats quickly. Also use the D-Pad to cycle through bases and units.

Set global rally points to auto-send troops to threat locations.

Heroic

LEADER POWERS

Required to support your units with frequent healing/repair and frequent offensive Powers. You should begin to combo these Leader Powers.

UPGRADES

You should be upgrading some units and using available upgrades at the Armory.

CONTROLS/APM

Set global and local rally points as an efficient way to micro your units directly to more threats.

AVERAGE APM

60

ECONOMY

Aim to capture most of the Power Nodes on the map to support your economy.

BASE-BUILDING

Expand whenever possible to boost your economy.

ENEMY

The enemy expands more aggressively, tries to capture Power Nodes often, and harasses your bases frequently. The enemy also casts the occasional Leader Power.

ELEVATION ADVANTAGES

Use these in all encounters where available.

SPECIAL ABILITIES

Use these frequently to gain combat advantages.

HIGH-LEVEL BEHAVIOR

At a basic level, we expect you to accumulate forces at an accelerated rate, split and manage multiple forces easily, and have a good understanding of unit counters and how to apply them quickly in fluid situations.

Heroic players need to use the D-Pad shortcuts to quickly jump to threat situations and/or cycle through bases and units, and use the Fast Camera move to reduce downtime and increase APM.

Heroic players must use the global rally point to assist threat locations, and use the local rally point to separate off reinforcements and support capture points or the enemy’s harassment operations.

You can still use the All Units command when situations get out of hand, but if you employ effective micro commands, you won’t have to rely on it as much.

Legendary

LEADER POWERS

Use these whenever available to support your units with regular healing/repair and frequent offensive Leader Powers. You must learn to combo your Powers and invest in passive Leader Powers in order to bolster your economy.

UPGRADES

You should be upgrading all units and using all available upgrades at the Armory.

CONTROLS/APM

You should be using the global and local rally points to help reduce the need for high APM.

AVERAGE APM

90

ECONOMY

Aim to capture most of the Power Nodes on the map to support your economy.

BASE-BUILDING

You must expand quickly, as you’ll need the added economy to deal with escalated threats.

ENEMY

Your enemy aggressively expands, often seeks to capture Power Nodes from you, and harasses your bases frequently. The enemy also employs Leader Powers quite frequently.

ELEVATION ADVANTAGES

You must exploit these whenever they’re available.

SPECIAL ABILITIES

Use these frequently in encounters.

HIGH-LEVEL BEHAVIOR

At the Legendary level, we’d expect you to accumulate forces with great efficiency, have an *excellent* understanding of unit counters, and know how to split and manage forces by using the game’s hotkey mechanics to assign units of certain types to control groups.

You should effortlessly use a combination of the Local Units and All Units commands to separate forces and apply appropriate forces to counter situations.

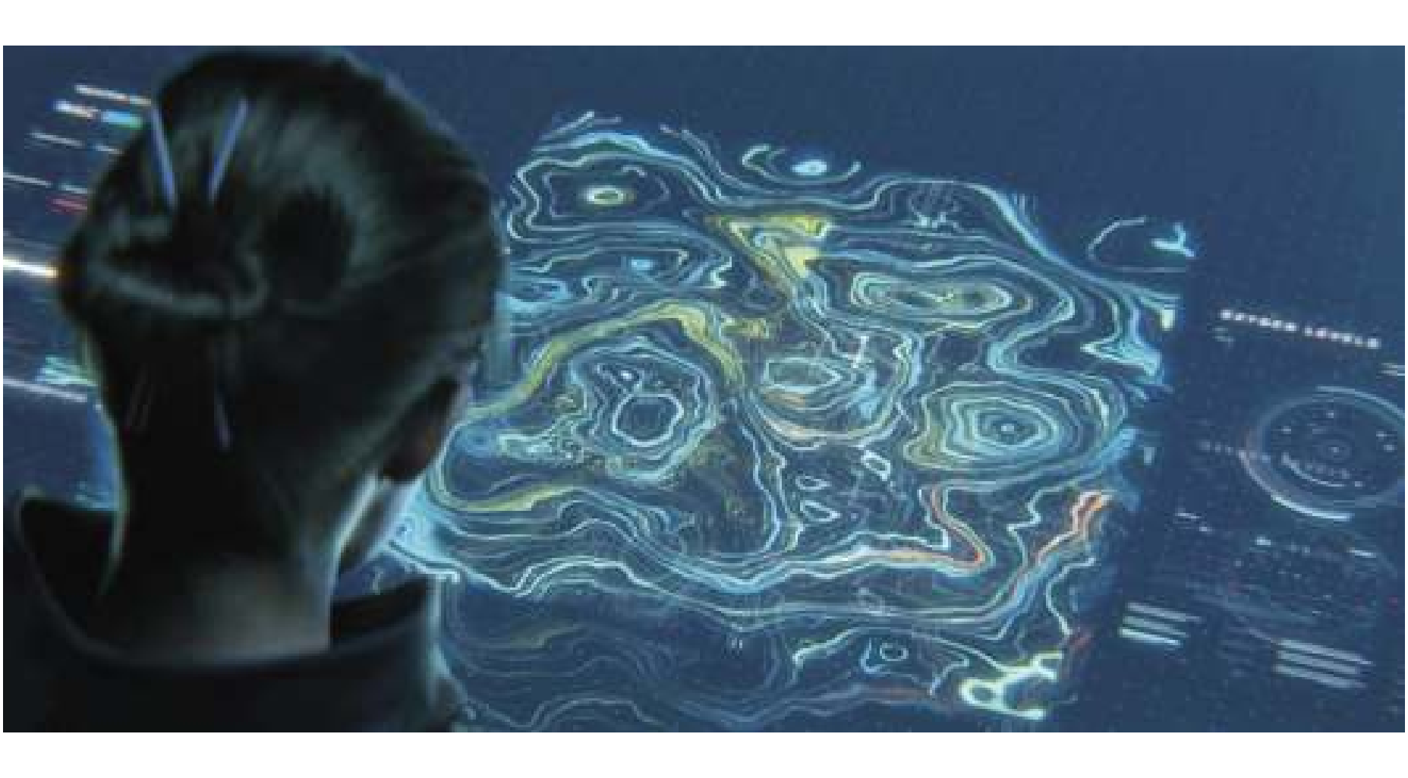
Legendary players must use the D-Pad shortcuts and/or the Fast Camera move to reach threat situations quickly, reduce downtime, and increase APM. You should be masterful at using the D-Pad to cycle through bases and units.

Finally, by now you should have a healthy fear of the All Units command, because it can undo all the careful unit allocation you’ve accomplished and potentially throw a wrench into your meticulous unit placements. However, Legendary players will certainly use the All Units command if a situation requires all their units.

Act I

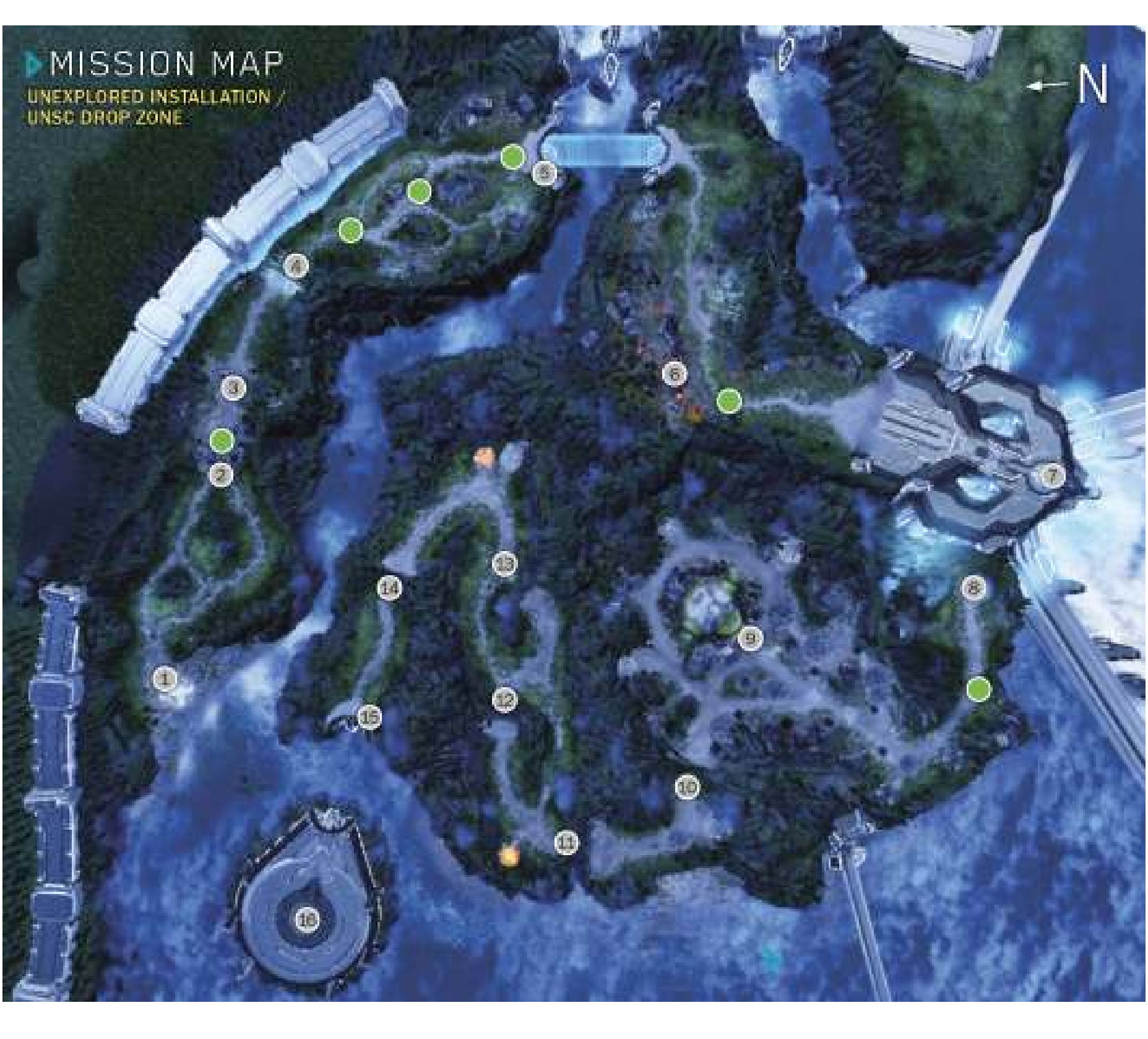
Mission: The Signal

The UNSC *Spirit of Fire* reawakens in 2559, coming online after 28 years of cryogenic slumber. The vessel's AI, Serina, has completed her lifespan and self-decommissioned per fleet regulations, leaving Captain James Cutter without his trusted longtime advisor. More disconcerting, the ship has been pulled via slipstream to an artificially engineered, planet-sized habitat, location unknown. As Professor Ellen Anders explains: "We're not on the map anymore."



Suddenly, the ship's comm center reports a signal beaming up from the surface—encrypted, but using a UNSC frequency. Anders extracts a rough set of coordinates, and Cutter orders Spartan Red Team to make "first contact" with the source of the transmission. Anders narrows the signal source to an area that includes a UNSC research station.

MISSION WALKTHROUGH



▼ MISSION SUMMARY

Use Red Team to investigate the source of the signal.

▼ SCOUTING REPORT

Spirit of Fire recon teams are on the ground to meet Red Team.

▼ OBJECTIVES

PRIMARY

- Reach the source of the signal
- Escape to the Pelican evacuation zone

OPTIONAL

- Find all six of the Phoenix logs
- Complete the mission with under 50% damage

BONUS

- Kill five Grunt squads with Warthog Ram

PAR TIME

- 8:00

▼ EXTRAS

SKULLS AVAILABLE: 0

PHOENIX LOGS: 6

▼ MAP LEGEND

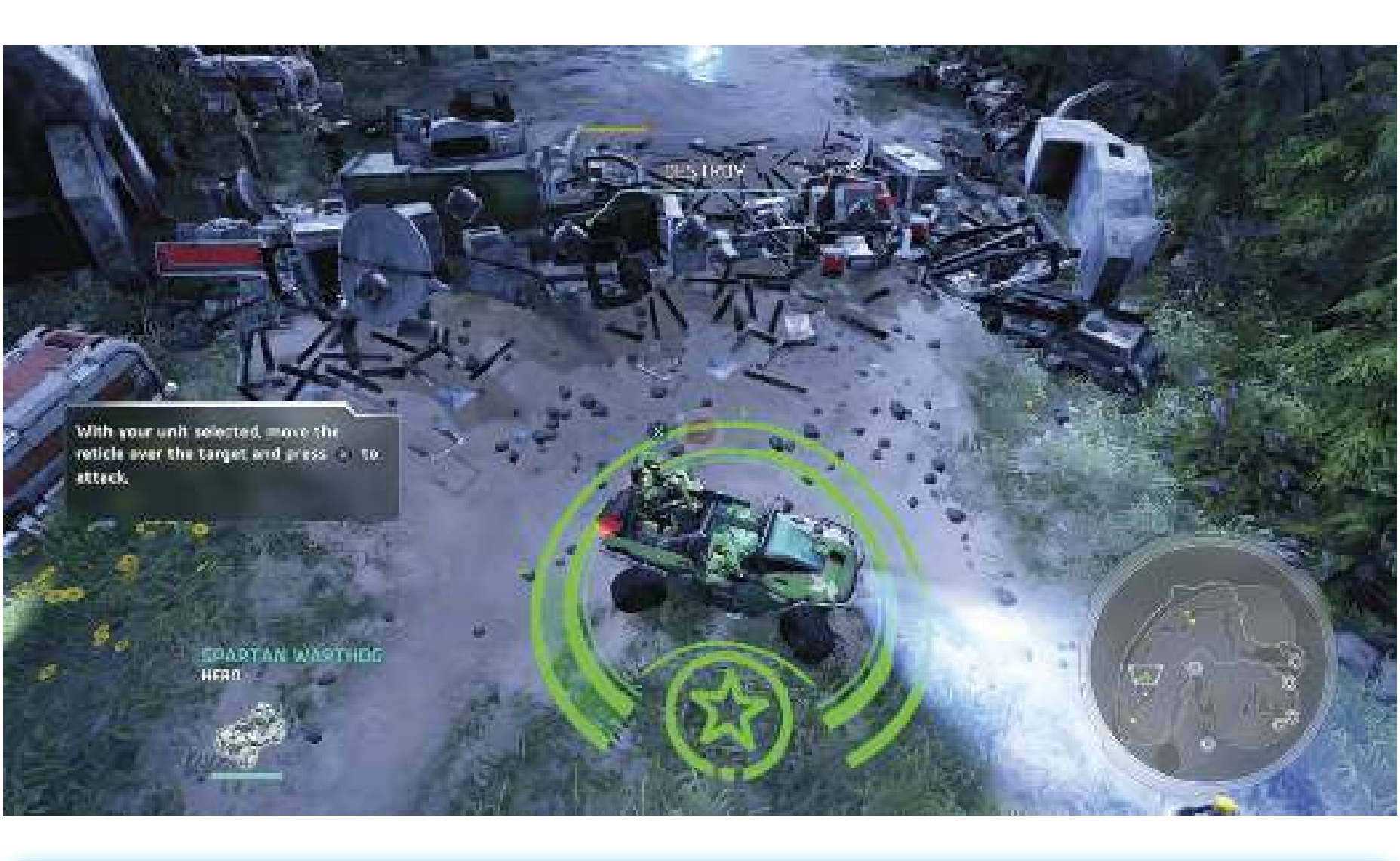
①	Start
② - ③	Barricades
④	Jump
⑤	Lightbridge control console
⑥	Crash site
⑦ - ⑧	Connected portals
⑨	Research outpost
⑩ - ⑭	Jumps
⑮	Lightbridge control console
⑯	Pelican evac zone
●	Phoenix log

You start ① where a UNSC Pelican dropship deploys the powerful Spartan Red Team in a special Spartan Warthog. The team is composed of three soldiers—Jerome-092 and Douglas-042 in the front seats, and Alice-130 manning the mounted machine gun. Spartans are high-level infantry units, but in this starter mission they're confined to their vehicle. A few Marines and Hornets escort the team at first, but you control only the Spartan Warthog.

‣ Primary Objective: Reach the Source of the Signal

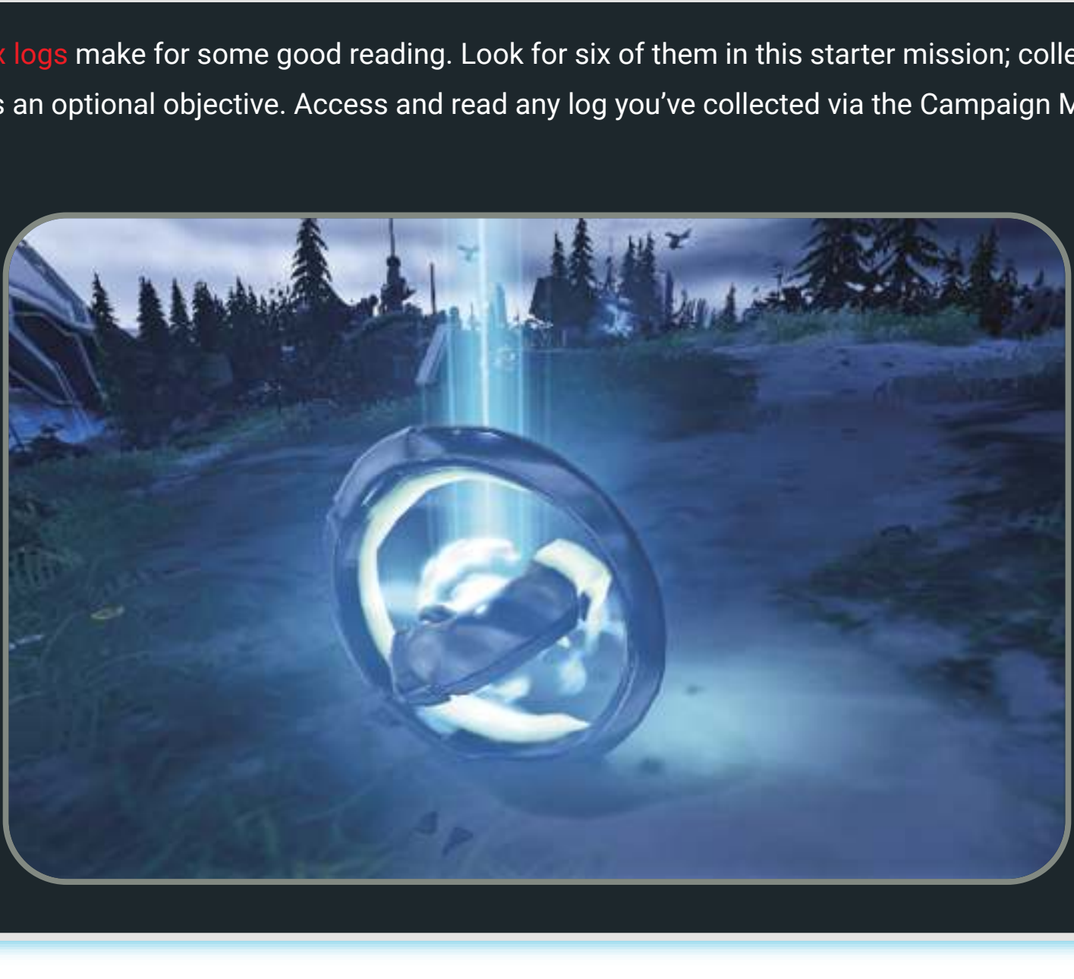
DESTROY THE BARRICADES

Drive down the path to the first set of barricades ②. A UNSC Marine recon squad has planted explosives on the barrier. Wait until the Marines back away, then target the charges and attack to destroy the barricade. Look for your first Phoenix log just down the road; drive right through it to scoop it up. Proceed to the second barricade ③ and destroy that too.


DESTROY
With your unit selected, move the reticle over the target and press to attack.
SPARTAN WARTHOG
HERO

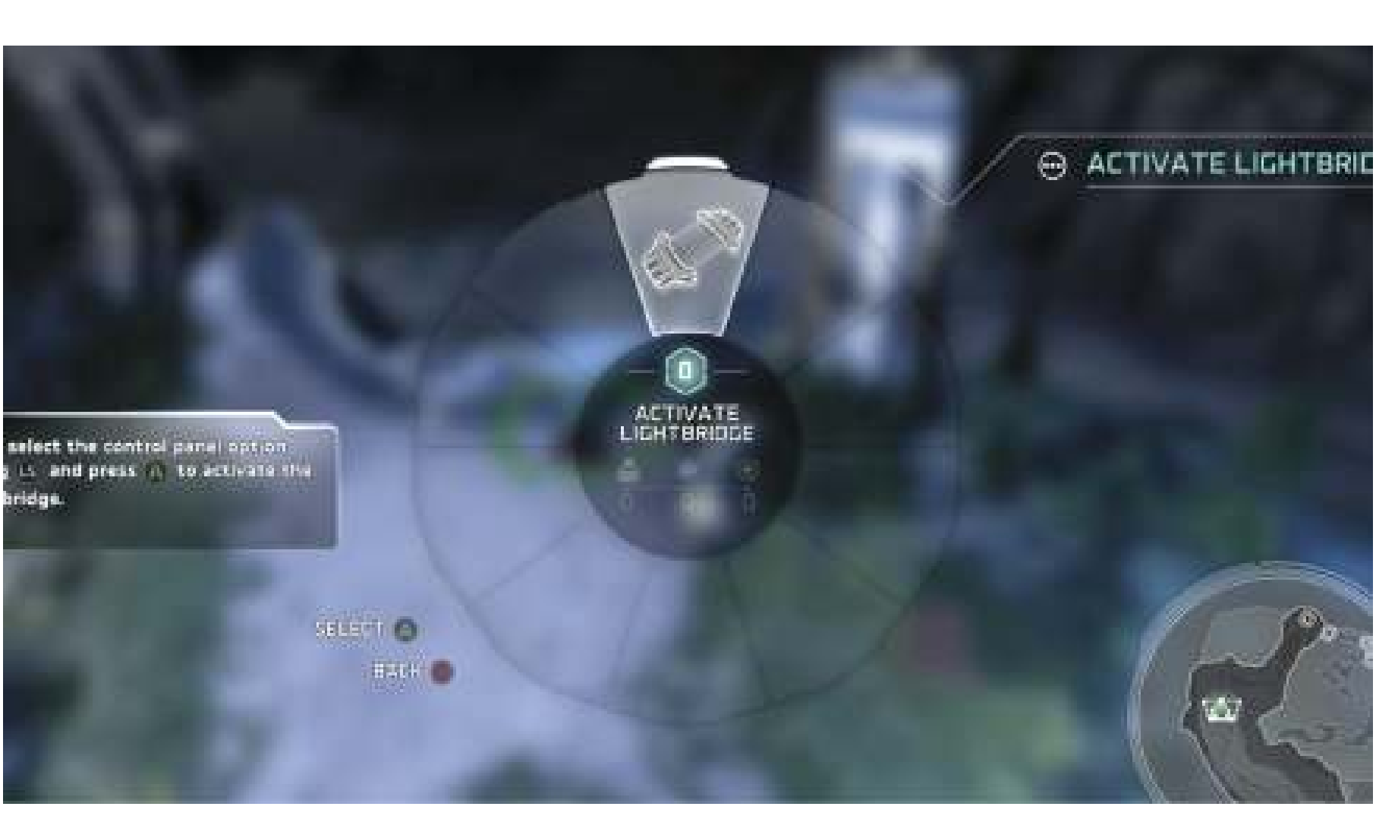
PHOENIX LOGS

Phoenix logs make for some good reading. Look for six of them in this starter mission; collecting all six is an optional objective. Access and read any log you've collected via the Campaign Main menu.



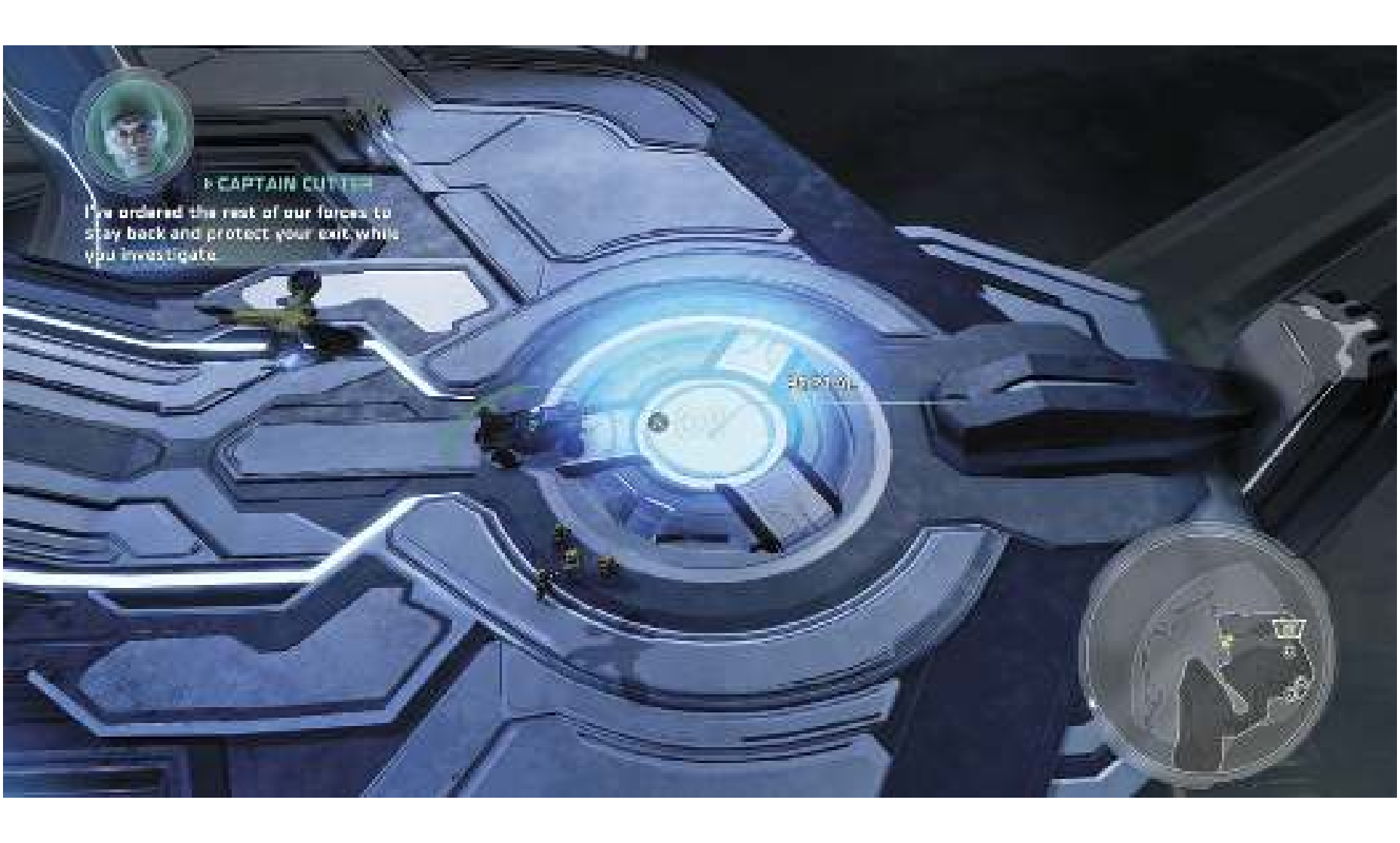
CROSS THE LIGHTBRIDGE

Move down the trail and jump off the low cliff ④. (Warthogs can handle jumps with ease.) Continue through three more Phoenix logs en route to the bridgehead at the canyon and approach the control panel ⑤. Select it to bring up the Control Panel circle. Highlight and select the Activate Lightbridge option to extend the lightbridge. Then send the Warthog across.


ACTIVATE LIGHTBRI
select the control panel option
LS and press A to activate the
bridge.
ACTIVATE LIGHTBRIDGE
SELECT
BACK

TELEPORT TO THE LOWER LEVEL

On the other side, continue down the dirt road. A UNSC Nightingale—a flying support craft that deploys medi-drones to heal and repair friendly units—passes overhead. Follow it down the road to a flaming crash site where more Nightingales hover above a fallen Pelican dropship ⑥. (You also find the fifth Phoenix log here.) Then continue past the shattered research buildings and drive onto the glowing portal ⑦ on the large platform. The Warthog gets zapped down to another portal ⑧ on the canyon floor.


CAPTAIN CUTTER
I've ordered the rest of our forces to stay back and protect your exit while you investigate.
PORTAL

FIND THE RESEARCH OUTPOST

Spartan Red Team proceeds alone now. Drive down the road through the last Phoenix log into a fenced enclosure. Here you spot more portals, these with odd attachments; Anders notes that they're "not UNSC tech." Continue across the enclosure until you trigger a cutscene: the Spartans enter the Henry Lamb Research Outpost ⑨. On a holo-table in an abandoned lab, they discover the source of the distress beacon—a UNSC logistics AI named Isabel.

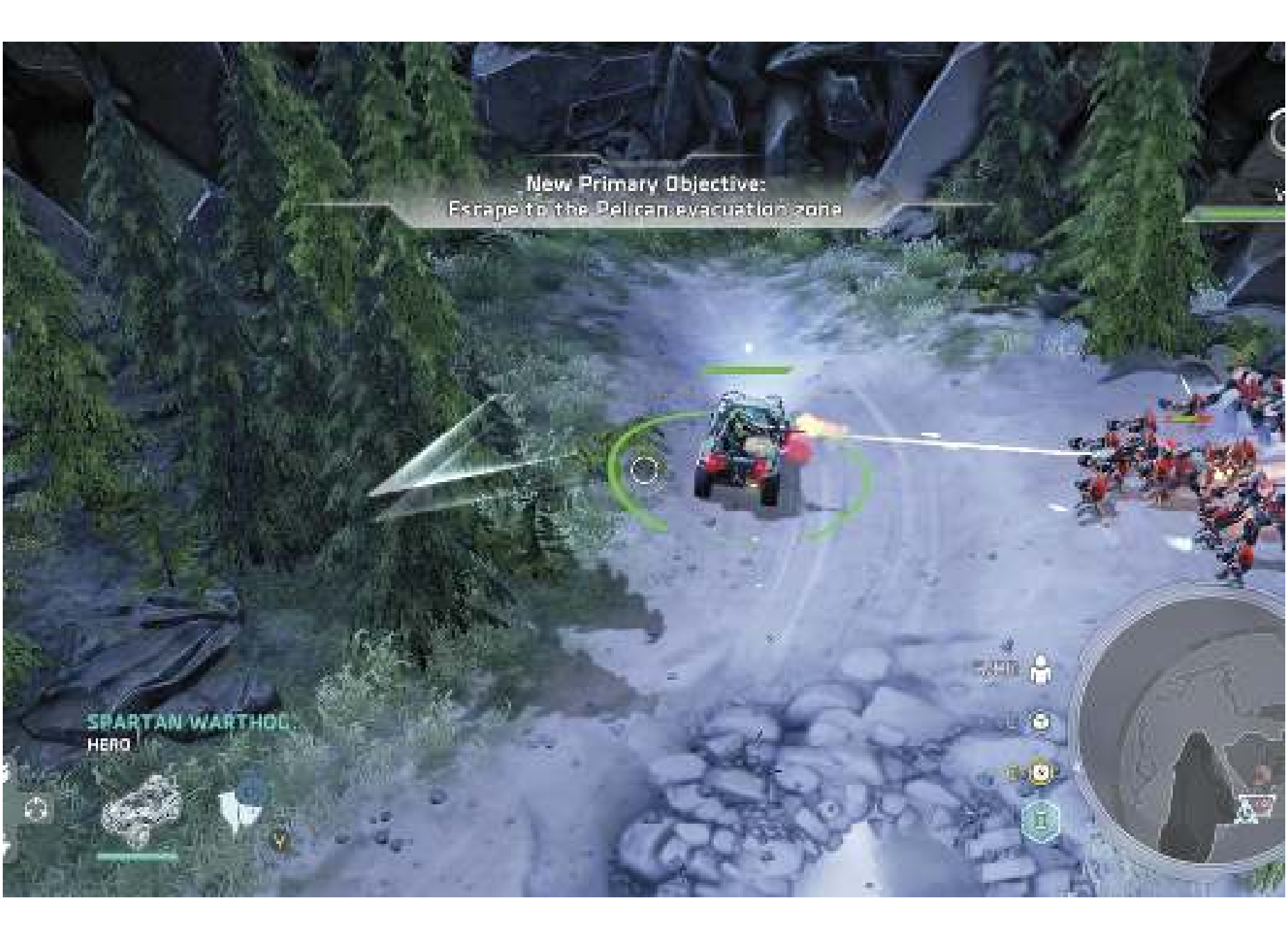
DISTRESS BEACON ACTIVATED

Isabel warns the Spartans that they are in danger, but too late. A powerful Brute incapacitates Douglas and drives the Spartans into retreat. A great horde of warriors appears on the canyon rim and descends in relentless pursuit of the fleeing Spartan Warthog. Jerome calls in an Archer Missile bombardment from the *Spirit of Fire* to aid in the escape.

‣ Primary Objective: Escape to the Pelican Evacuation Zone

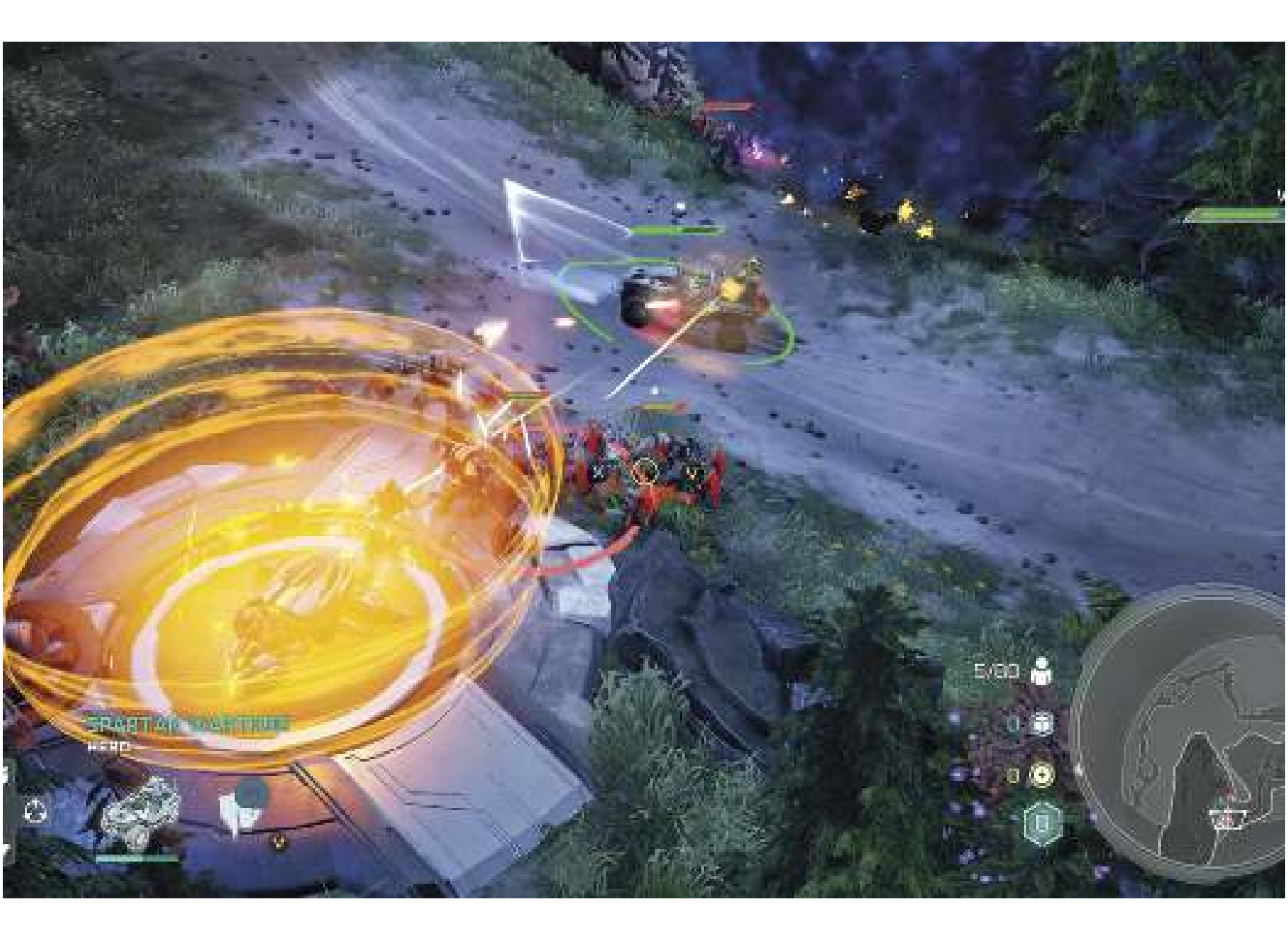
‣ Optional Objective: Complete the Mission with Under 50% Damage

Once you regain control, start moving the Warthog along the road, following the objective markers down a series of five jumps ⑩ - ⑭. Keep fleeing! You cannot defeat the unending stream of pursuers. If you stop too long to engage them, the Warthog will take more than 50 percent damage and thus you'll fail the optional objective. Worse, your vehicle may be completely destroyed and you'll fail the entire mission. Just keep sending your Spartans along the road.



‣ Bonus Objective: Kill Five Grunt Squads with Warthog Ram

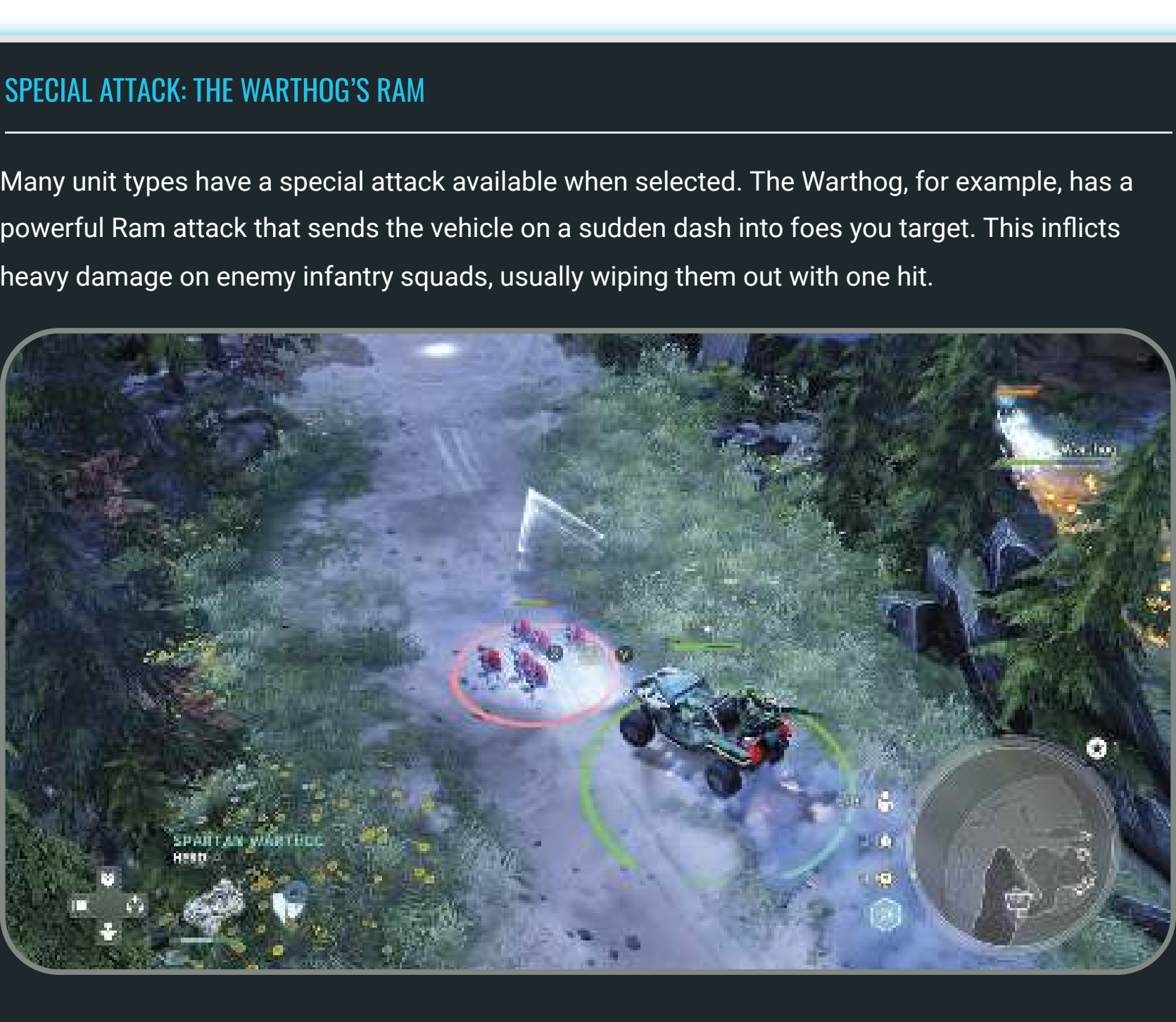
As you flee, enemies spawn in your path or on your flanks, delivered by dropships or warped in through two yellow portals on the route. Some are vehicles such as Choppers and Marauders, plus a few deadly Banshee aircraft. But many of these hostiles are infantry units called Grunts. When Grunts appear on your escape route, quickly move the crosshair over them and press your Special Attack button. The Warthog's special is the Ram, and it decimates infantry units.



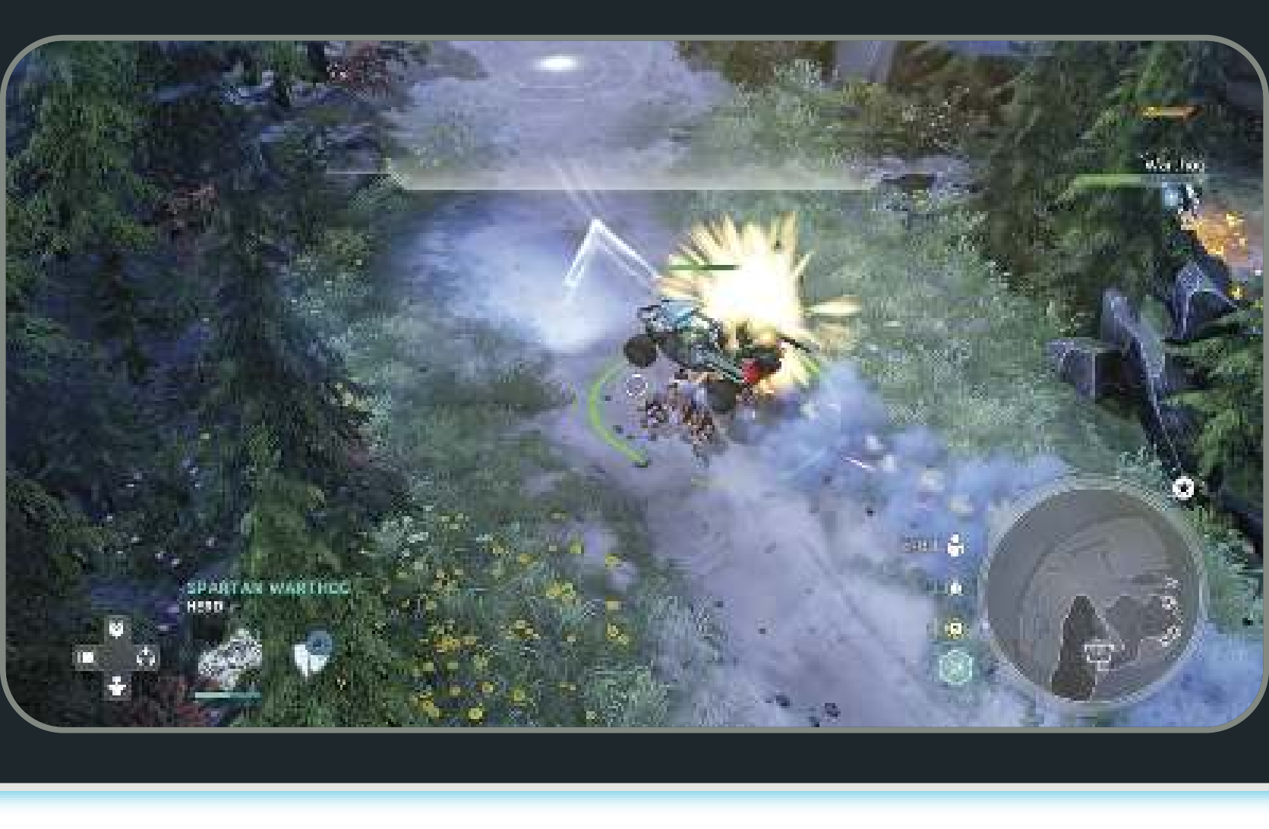
Remember that special attacks must recharge after each use. Fortunately, the Warthog's Ram ability recharges quite quickly, so it can be used again in just seconds. Try to Ram five Grunt squads as you flee to complete the bonus objective. Each time you successfully ram and kill some Grunts, the bonus-objective stat gets updated onscreen. Once you take out the fifth Grunt squad, forgo any more fighting and simply sprint to the finish!

SPECIAL ATTACK: THE WARTHOG'S RAM

Many unit types have a special attack available when selected. The Warthog, for example, has a powerful Ram attack that sends the vehicle on a sudden dash into foes you target. This inflicts heavy damage on enemy infantry squads, usually wiping them out with one hit.



To unleash a special attack, select your unit(s), then move the crosshairs over an enemy unit and press the Special Attack button (Y on the Xbox One controller). Note that special attacks must be recharged after each use. A clocklike timer appears onscreen next to the unit, indicating the recharge progress.



HUSTLE TO THE LIGHTBRIDGE

After you clear the last jump ⑭, go directly for the lightbridge ahead ⑮. Approach the bridge control panel to trigger the mission-ending cutscene: Alice activates the lightbridge, then wields her machine gun and holds off the pursuit while the jeep escapes to the Pelican evac zone ⑯.

DESIGNER OVERVIEW

"THE SIGNAL"

SCULPTING THE BIG STORY BEATS

The goal of the mission was always to introduce the new threat of Atriox and obtain/introduce a new AI in the form of Isabel. Players need to get a lay of the land and discover this new threat.

DECISIONS ABOUT WHEN TO INTRODUCE NEW GAMEPLAY TWISTS

We wanted to deliver on a bombastic escape and have players really feel like the world is coming down around them as they rush away from the research center where they encounter Isabel and the Banished.

IDEAS BEHIND THE MAP

The map is meant to introduce players to the wonder of the Ark. We referenced the classic LV-426 Aliens start. The Spartans are there trying to find out, "What happened here?" This is evident in the barriers set up by the research base and the battered facility. Players are left wondering what could have inflicted all this damage. We have pockets of alien architecture to keep alerting players that they're on an alien world. We then bring the player to the base and introduce Atriox.

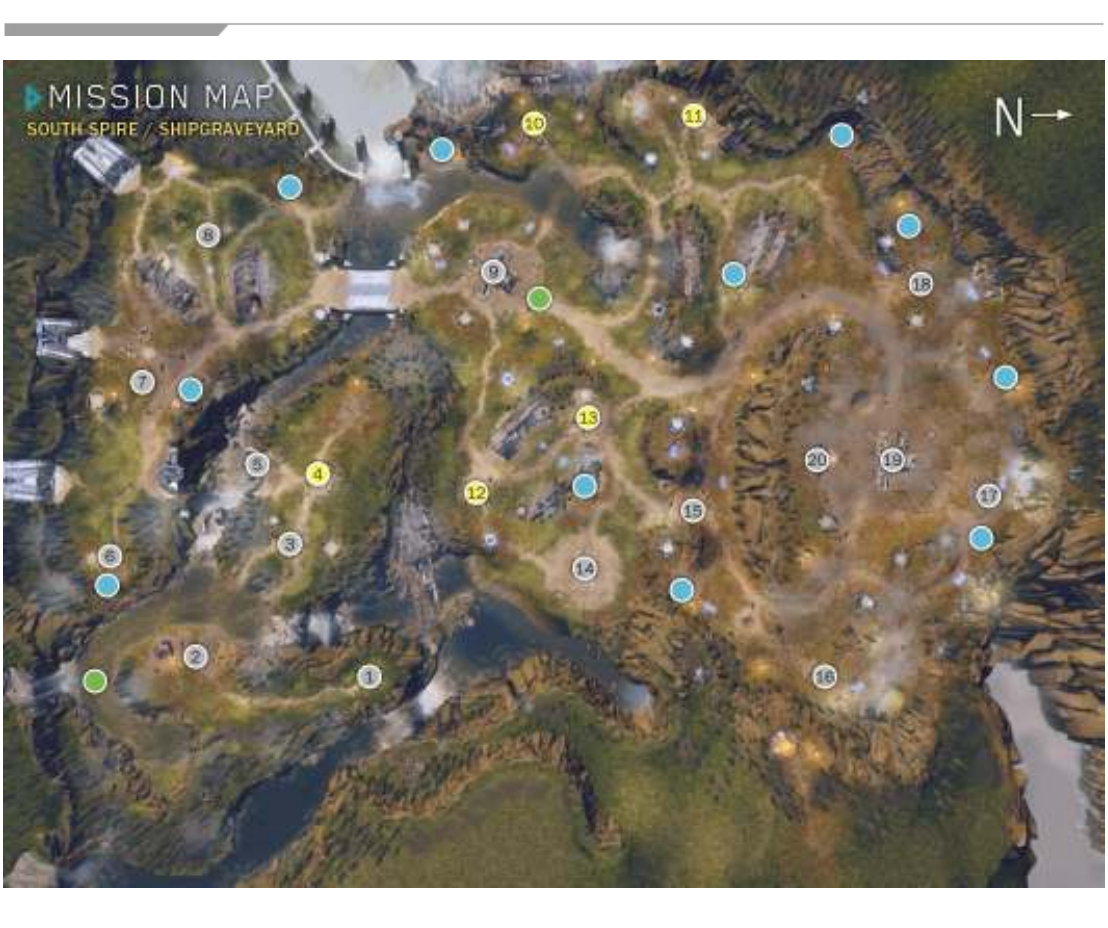
Act I

Mission: A New Enemy

Isabel reveals that the alien habitat is called the Ark, and that the portal to Earth shut down five months ago. Then she tells the origin story of the Banished and their Brute leader, Atriox. Captain Cutter decides to fight smart by working up Atriox's chain of command instead of launching a frontal assault on a well-established foe.

Isabel suggests targeting Decimus, a chief lieutenant who oversees Atriox's salvage operation not far from the research outpost. Cutter calls for a surprise attack on the operation's perimeter, followed by a southward thrust to establish a forward base. Once that work is done, you can launch an attack on the Banished main installation.

MISSION WALKTHROUGH



▼ MISSION SUMMARY

Lead the UNSC in an assault against Decimus' salvage operation.

▼ SCOUTING REPORT

Hellbringer infantry are standing by to clear Banished defenses.

▼ OBJECTIVES

PRIMARY

- Clear the two Banished camps
- Capture the Power Node
- Activate the lightbridge
- Secure the base site
- Establish a HQ
- Build a Supply Pad, Generator, and Barracks
- Strike at Decimus' main base
- Defeat Decimus

OPTIONAL

- Destroy 11 Banished Supply silos
- Capture Four of Decimus' Power Nodes
- Establish a second base

BONUS

- Kill 30 infantry units with Hellbringers
- Destroy 20 enemy base structures with Hellbringers
- Use Restoration Drones five times
- Take out 10 targets with the Grenade special ability

PAR TIME

- 40:00

▼ EXTRAS

SKULLS AVAILABLE: 1

PHOENIX LOGS: 2

▼ MAP LEGEND

① Start

② First Banished camp

③ Banished garrisons

④ Power Node

⑤ Lightbridge control panel

⑥ Clearing (Supply silo)

⑦ Second Banished camp

⑧ Covenant ruins

⑨ Main base site

⑩ - ⑬ Banished-controlled Power Nodes

⑭ Secondary base site

⑮ Shield Generator

⑯ - ⑱ Enemy base perimeter

⑲ Decimus' base

⑳ Decimus' portal

● Phoenix log

● Supply silo

‣ Primary Objective: Clear the Two Banished Camps

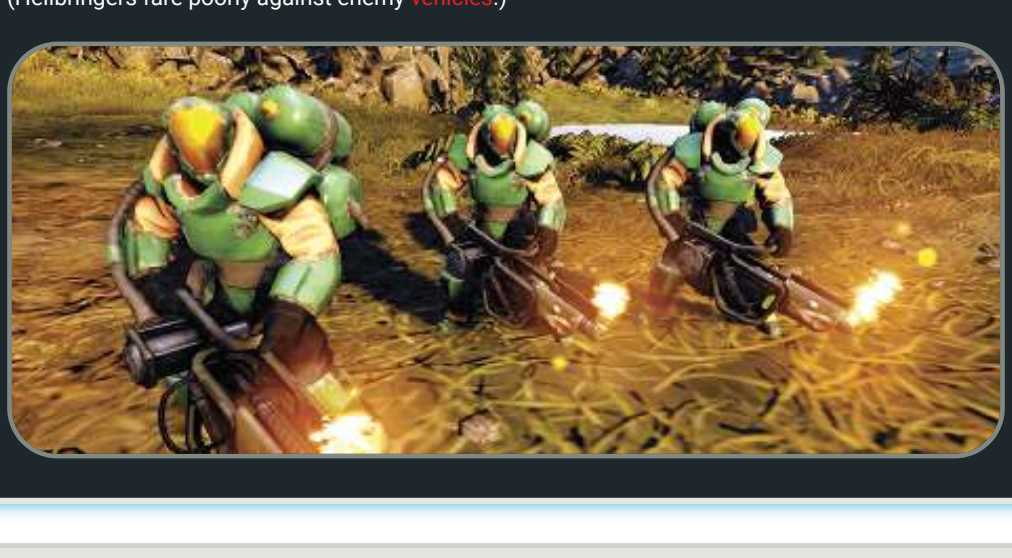
A Condor dropship delivers Spartan Jerome-092 plus two squads of Marines at the end of a peninsula ① , giving you six against your Population cap of 80. You also start with some resources: 700 Supply and 100 Power. Follow the path to the first Banished camp ② and attack the Grunt squads who rush to defend it. A squadron of nimble Hornets joins your team; wipe out all Banished troops and structures. Then pick up the Phoenix log in the river near the waterfall behind the camp.

‣ Bonus Objective: Kill Infantry with Hellbringers

Cutter deploys two squads of Hellbringers to join you. These Marines wield heavy flamethrowers effective at short range against infantry and structures. They're particularly useful for clearing out garrisoned troops. Send your entire force down the road and roast the Banished units near the two garrisons ③ flanking the path.

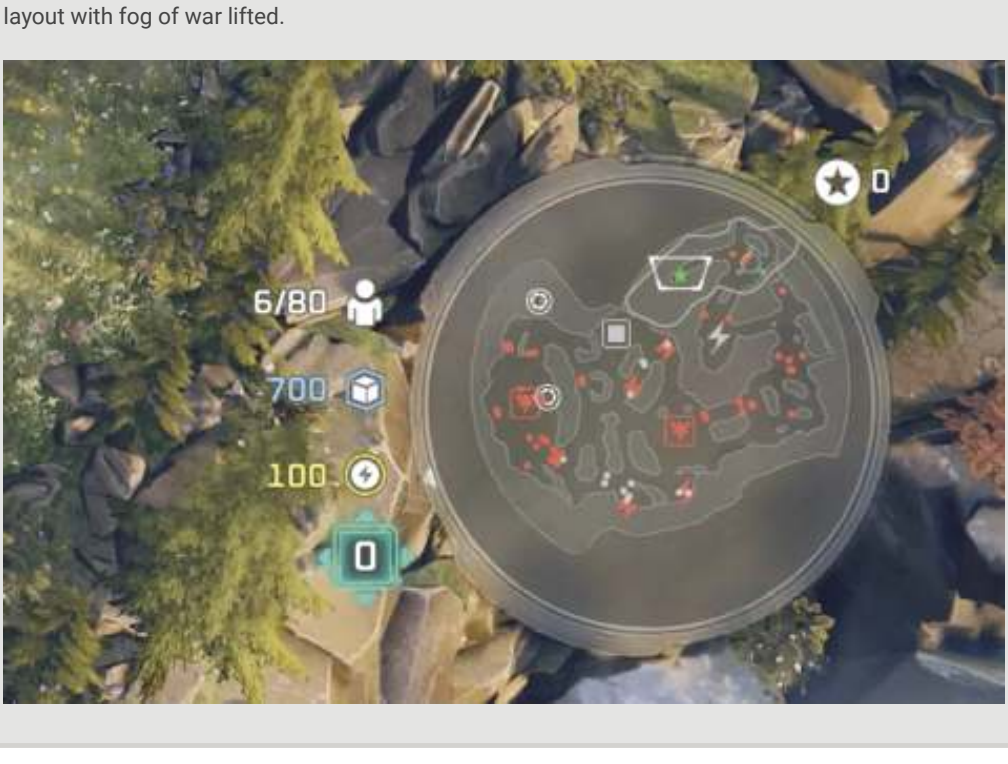
BONUS OBJECTIVE: KILL 30 INFANTRY UNITS WITH HELLBRINGERS

As you march through this mission, keep Hellbringers at the front of your troop column so they can engage enemy infantry first. But if Banished vehicles pop out of the fog, rush your Spartan, Jerome-092, ahead to engage any mechanized units while you pull your Hellbringers to the rear. (Hellbringers fare poorly against enemy vehicles.)



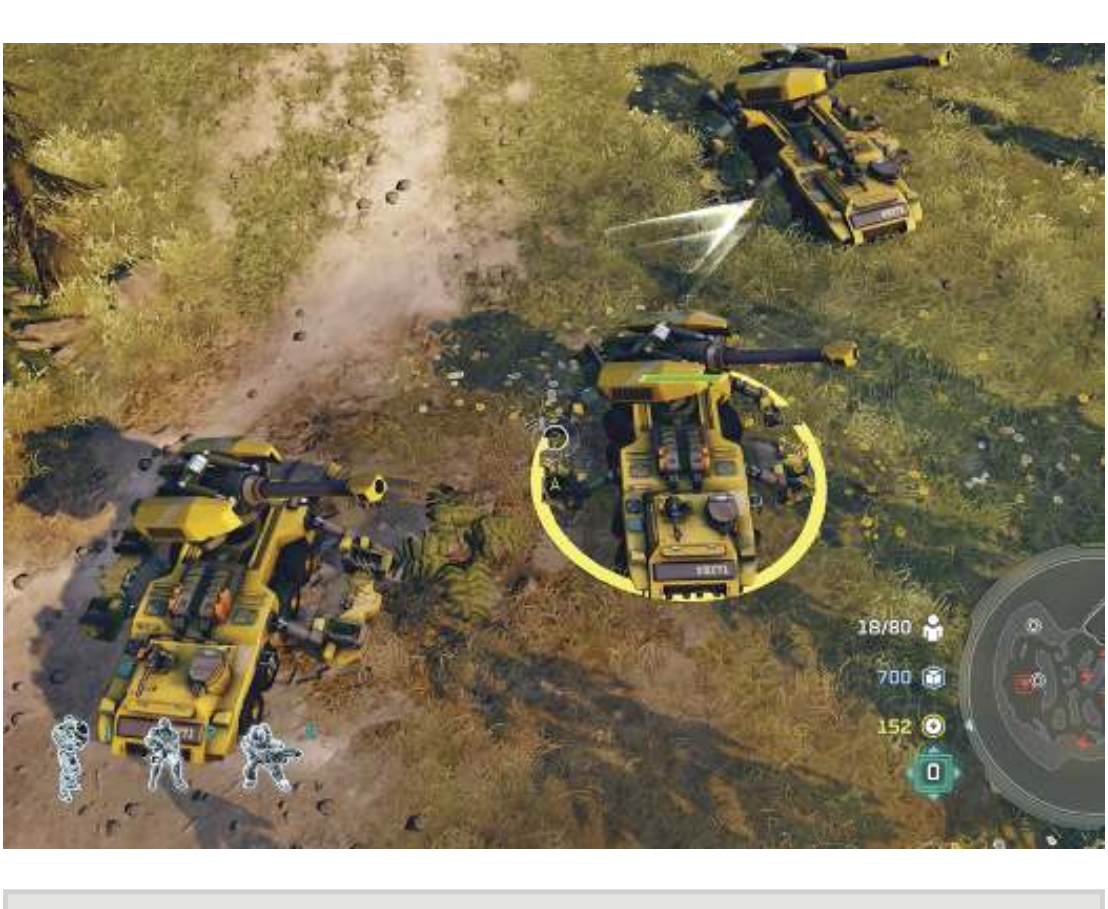
KEY NUMBERS

Monitor these numbers next to the Minimap in the lower right corner: Population (white), Supply (blue), and Power (yellow). As an added bonus, our Minimap shot here shows you the mission layout with fog of war lifted.



‣ Primary Objective: Capture the Power Node

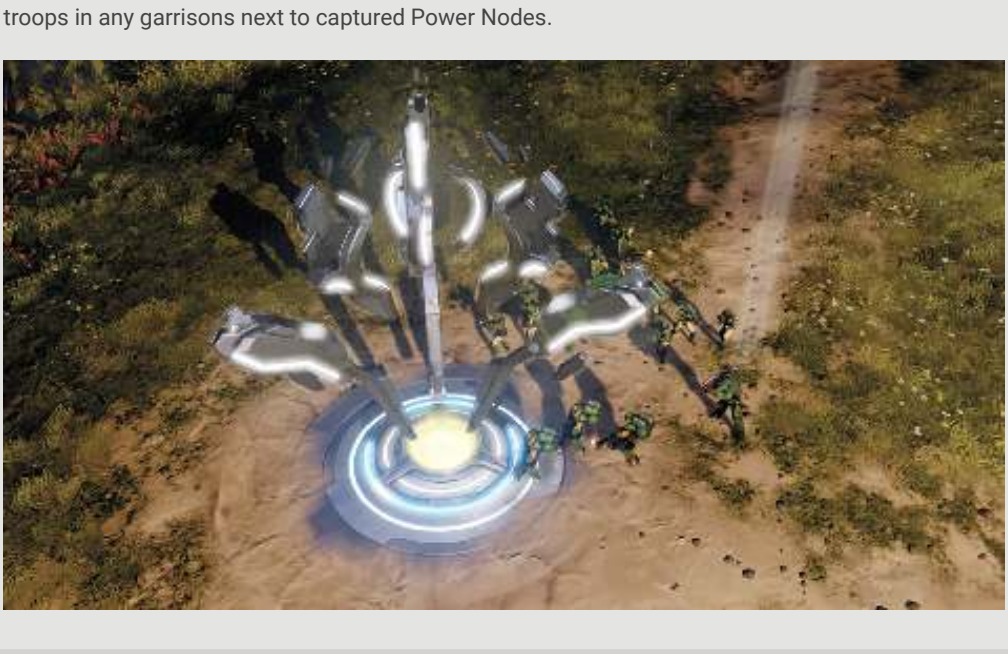
Next, Anders reports that a Forerunner tower just ahead is producing a massive energy signature, drawing Power from the Ark. You can tap that Power if you capture the Node. Move any infantry unit next to the Power Node ④ , press the button indicated onscreen, and wait until the onscreen meter reaches 100 percent. Anders reconfigures the Node to supply a steady stream of Power to UNSC base operations. (Note that your Power readout at the lower right starts ticking upward.) Cutter drops in a battery of three Kodiak mobile artillery units that anchor themselves and start bombarding distant Banished targets.



CAPTURING POWER NODES

Many Ark regions feature Forerunner towers that function as Power Nodes. Seize them to tap into their inexhaustible sources of Power. Just move any infantry unit next to the tower and press the button indicated onscreen to capture the Node and divert the Power to your side.

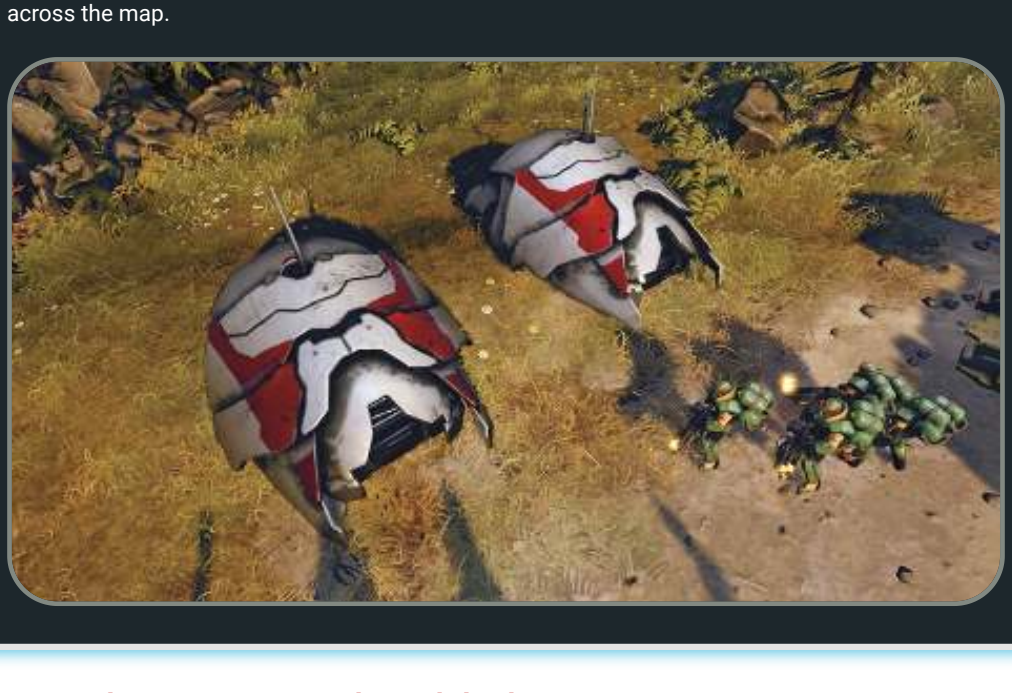
Keep in mind that Banished forces will sometimes try to recapture Nodes you've taken, so place troops in any garrisons next to captured Power Nodes.



BONUS OBJECTIVE: DESTROY 20 ENEMY BASE STRUCTURES WITH HELLBRINGERS

As your Marines capture the Power Node, send your Hellbringer squads across the clearing to find a pair of bug-shaped Banished huts. Train their hellfire on the huts to trigger a new bonus task.

Throughout the mission, let your Hellbringers have the solo task of destroying any enemy base structures you find, including all Power/Supply silos and all the easy-to-pop "bug huts" scattered across the map.

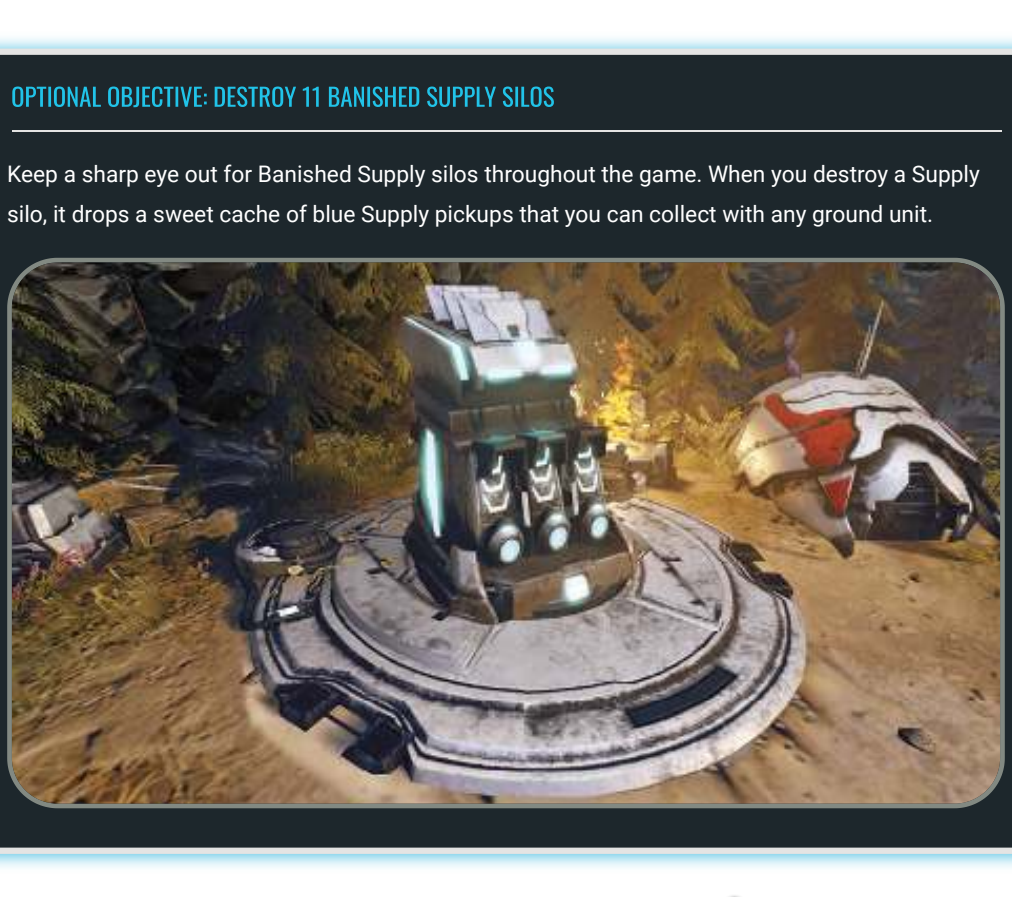


‣ Primary Objective: Activate the Lightbridge

Use the nearby control panel to activate the lightbridge, and then cross it. On the far side, turn left and flash-fry the Banished infantry in the clearing ⑥ . Then destroy the Banished Supply silo there too. Pick up the lovely blue silo droppings and continue down the road.

OPTIONAL OBJECTIVE: DESTROY 11 BANISHED SUPPLY SILOS

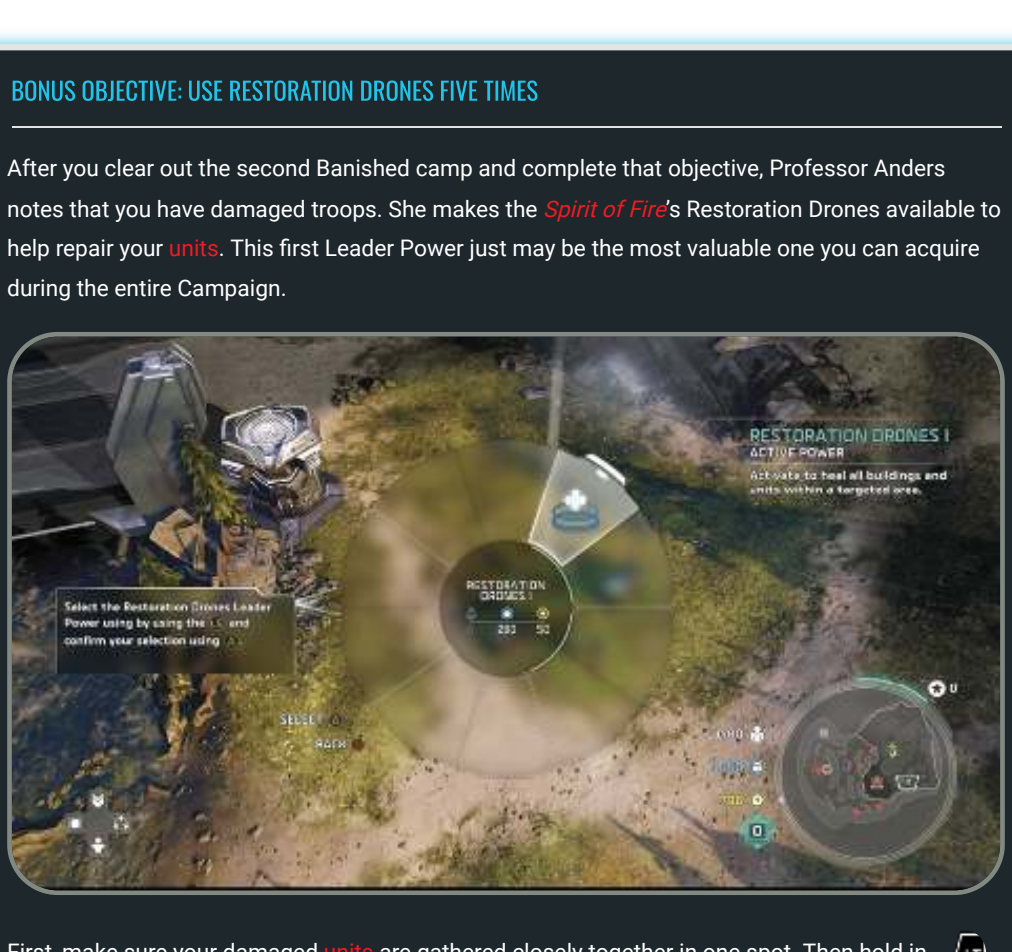
Keep a sharp eye out for Banished Supply silos throughout the game. When you destroy a Supply silo, it drops a sweet cache of blue Supply pickups that you can collect with any ground unit.



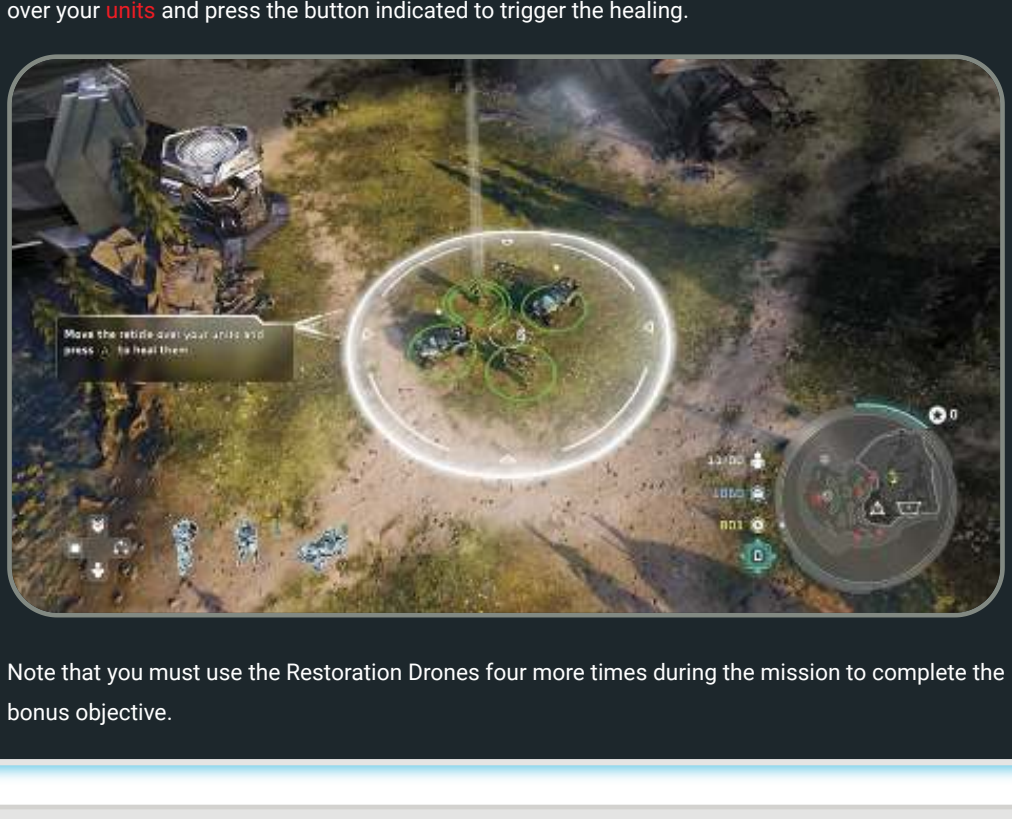
Next you encounter several more squads of Banished infantry guarding another camp ⑦ . Send the Hellbringers in first, but bring up Jerome and the Marines for support, or else your fire team may get overwhelmed. Clearing out the fog of war here with your units' view radius serves as a spotter for your Kodiak battery and lets them hammer the camp, so the enemy falls quickly.

BONUS OBJECTIVE: USE RESTORATION DRONES FIVE TIMES

After you clear out the second Banished camp and complete that objective, Professor Anders notes that you have damaged troops. She makes the *Spirit of Fire*'s Restoration Drones available to help repair your units. This first Leader Power just may be the most valuable one you can acquire during the entire Campaign.


RESTORATION DRONES I
ACTIVE POWER
Activate to heal all buildings and units within a targeted area.
RESTORATION DRONES I
SELECT
BACK

First, make sure your damaged units are gathered closely together in one spot. Then hold in LT on your Xbox One controller to open the Leader Powers menu. Follow the onscreen directions to purchase the Restoration Drones Leader Power, and select it. Finally, move the big white reticle over your units and press the button indicated to trigger the healing.



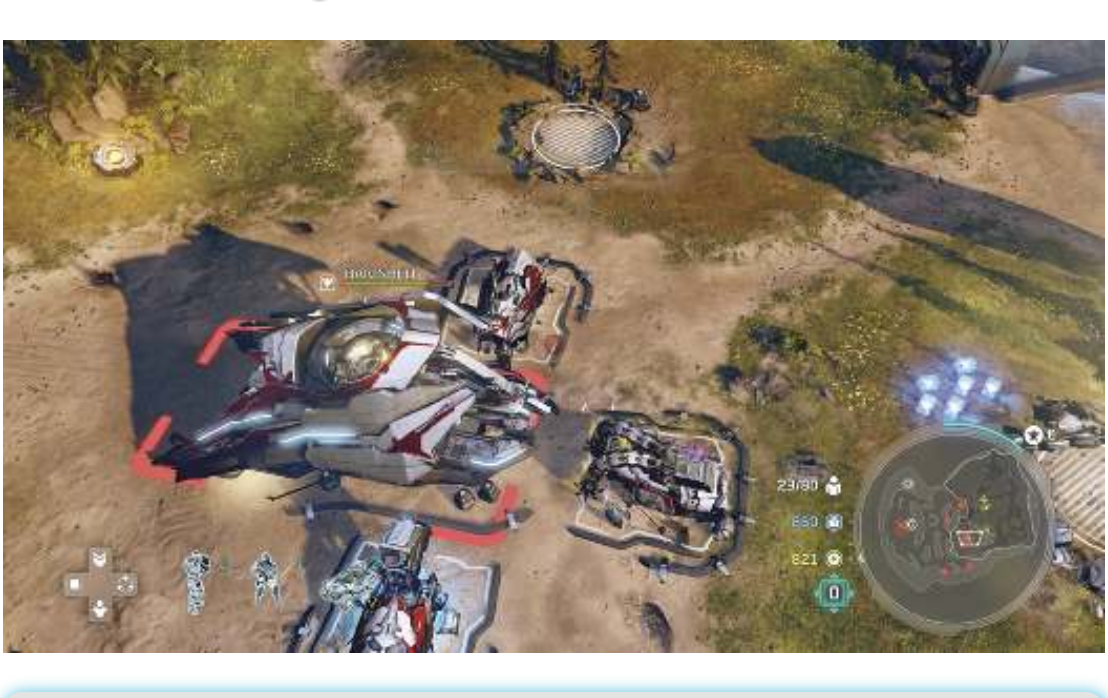
Note that you must use the Restoration Drones four more times during the mission to complete the bonus objective.

LEADER POWER RECHARGE

All active Leader Powers such as Restoration Drones need time to recharge after each use.

‣ Primary Objective: Secure the Base Site

When the last camp is cleared, scoop up the Supply pickups from another shattered silo while Cutter drops in a pair of Warthogs to join Strike One. Work your team through the pair of old Covenant wrecks and clear out more hostiles on the other side ⑧ . Remember to use your Warthog Ram attack on infantry squads. Destroy another Supply silo and two Banished structures with your remaining Hellbringers (if you still have any). Then proceed across the bridge to open up a view of a Banished salvage base ⑨ that includes a Harvester, a Power Extractor, and a Raid Camp.



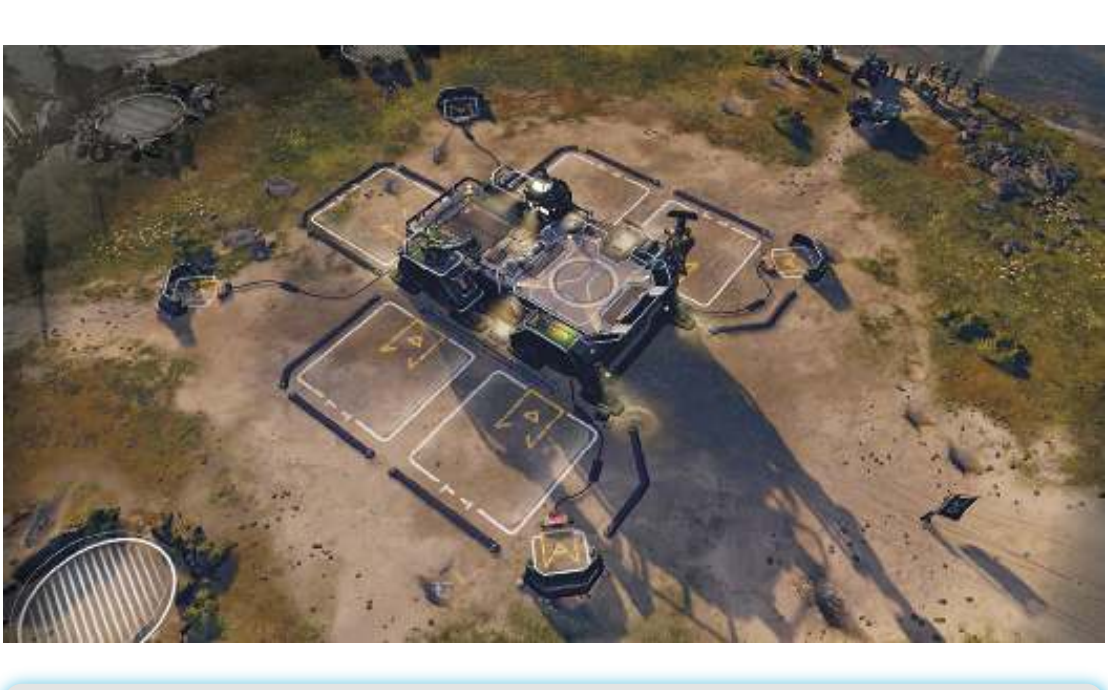
FOCUS FIRE ON HQ

When a base's central HQ building is destroyed, all other buildings explode too. Don't waste time on targeting subsidiary structures. Concentrate all unit fire on the HQ!

Launch your attack on the base HQ building as *Spirit of Fire* ferries in more Hellbringers if you need them. Move your infantry into the three empty garrisons on the bridge side of the enemy base for added protection during the fight. Banished transports called Spirits drop in more enemy troops. But soon your Hornets return to help obliterate the remaining base defenders and structures. (This is a good place to gather your troops together and use Restoration Drones again.)

‣ Primary Objective: Establish a HQ

Select the base plot as directed to open the radial, and then select Firebase to call in a five-socket, four-Turret base template. Isabel picks up an angry transmission from Decimus to his salvage teams. While waiting for your main HQ building to drop in and set up operations, send your troops around the immediate area to collect Supply pickups and a nearby Phoenix log. Deploy your Hellbringers across the river to destroy another Banished Supply silo, and leave them there. Send the rest of your troops across the river as well. You'll see why shortly.

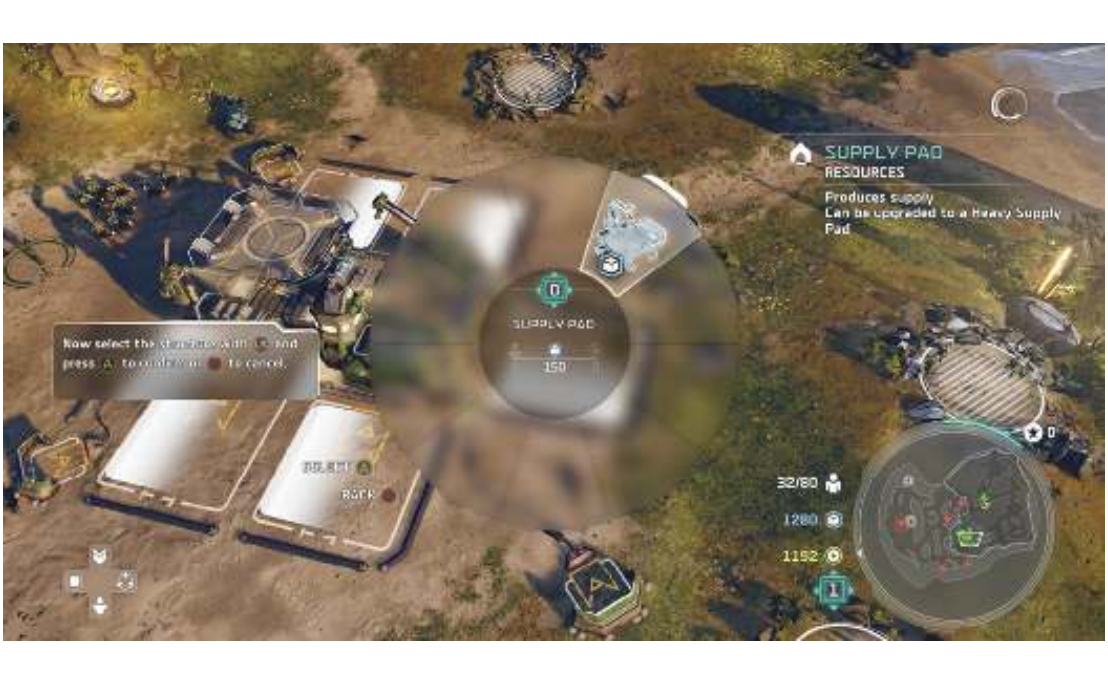


DODGE EARLY

As you add your first base facilities, move your entire Strike One force across the river. This will keep them safe from a surprise bombardment triggered shortly.

‣ Primary Objectives: Build a Supply Pad, Generator, and Barracks

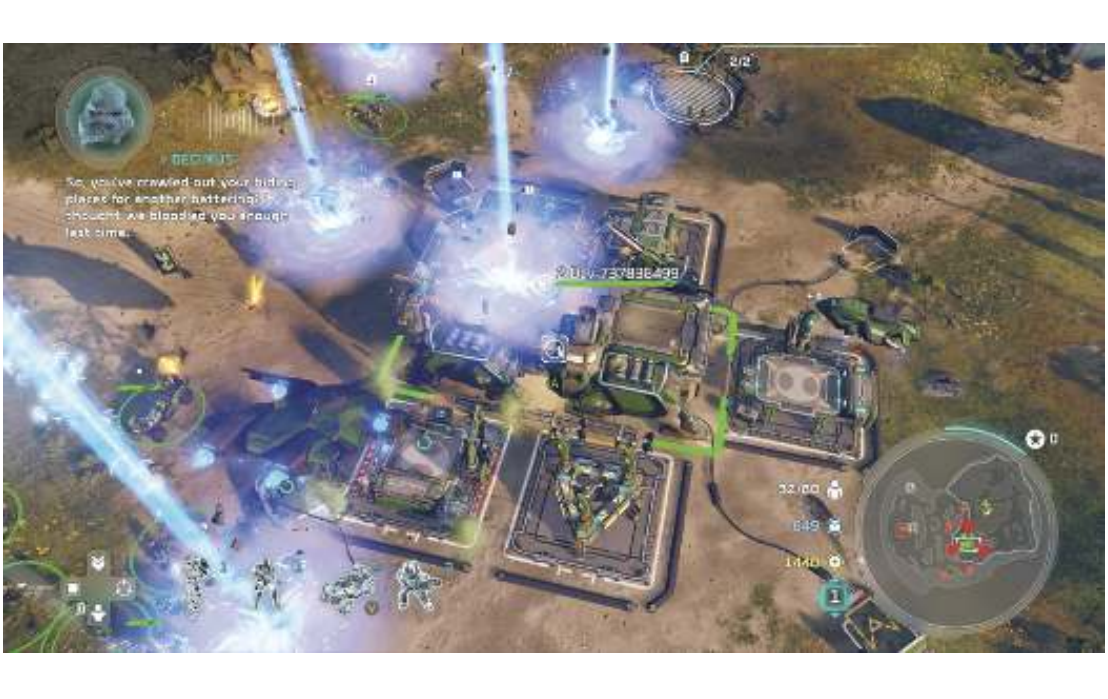
When the HQ is ready, select any one of the five empty base sockets to open the radial, then select Supply Pad to start bringing down Supply. Do the same to add a Generator for Power and a Barracks for advanced infantry squads like Hellbringers. Soon Isabel reports that Marines are ready for training in your main HQ building.



We recommend that you add Turrets in the two small slots on the side of the base opposite the bridge, facing up the hill; several Banished counterattacks will come from that direction soon enough. Then add another Supply Pad and Generator in the remaining two base sockets.

DODGE THE PLASMA BOMBARDMENT

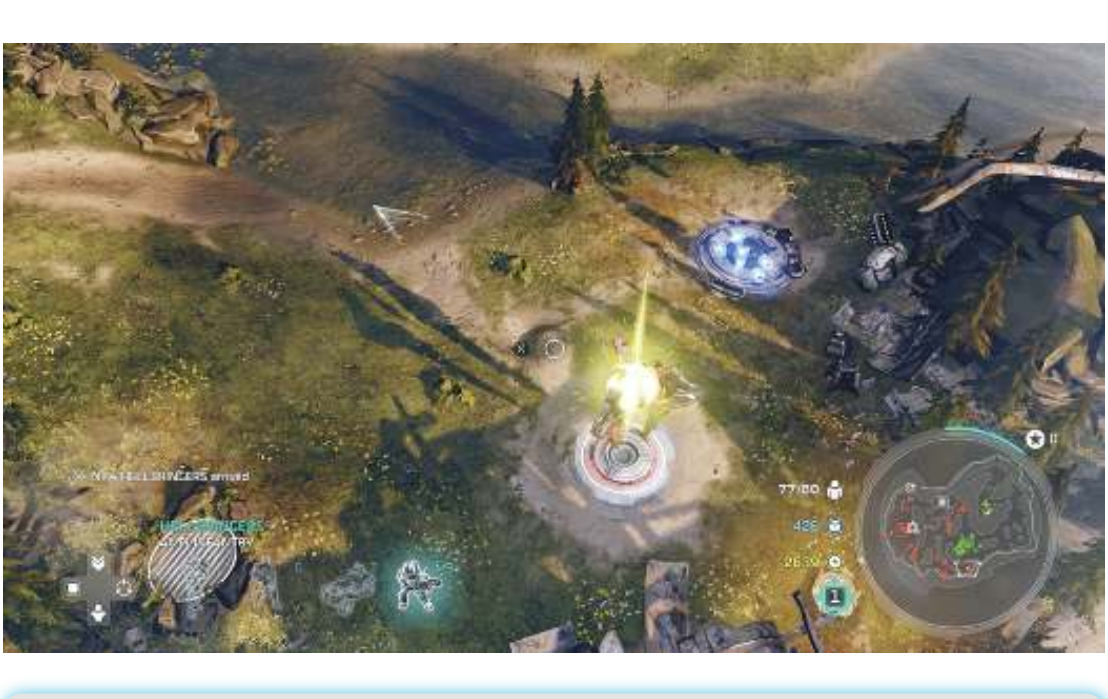
Isabel detects a massive energy surge, and suddenly, an orbital plasma attack is unleashed on the site. If your troops are still near the base, try to run them away from the reticles that appear on the ground marking where each plasma strike will soon hit. Your HQ takes significant damage but survives. Call down Restoration Drones to repair damage.



Now the rest of the map becomes accessible. Start producing Hellbringers from your Barracks, as many as you can train until you hit the POP cap of 80. Meanwhile, send your full force across the river and up the hill to find another Power Node ⑬ .

‣ Optional Objective: Capture Four of Decimus' Power Nodes. Completion Earns a Skull!

This Node is under Decimus' control. Send your Hellbringer battalion up to clear out any Banished infantry, then capture the Node. Decimus is displeased and gets all blustery in response. Continue down the river and up the next hill to find another Power Node ⑪ controlled by Decimus. Seize that one too. Leave infantry in the garrisons near each Node, then return your full force to your base.



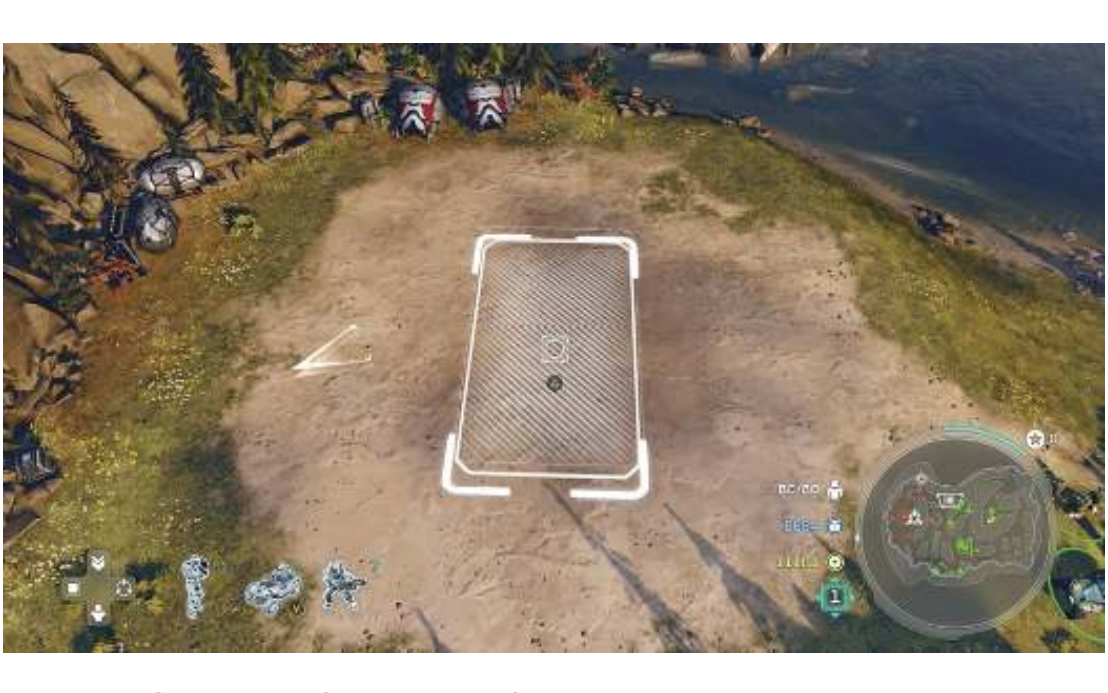
TIPS FROM THE TESTERS.

Concentrate fire to remove threats quickly..

Now follow the narrow path leading up the ravine from the base's front corner to find another Power Node ⑫ . Capture it, then swivel your force to the left between the two rows of wreckage to find the final Node ⑩ . Take it away from Decimus to complete the optional objective.

‣ Optional Objective: Establish a Second Base

Climb the hill above the wreckage to find a cleared site where you can call down a three-socket Firebase ⑭ . (While waiting, send your Hellbringers to toast the nearby Supply silo, plus four bug-shaped buildings on the edges of the clearing, increasing their total.) Fill the base sockets with any structures you want—we suggest a Supply Pad, Generator, and another Barracks so you can train Hellbringers closer to Decimus' base.

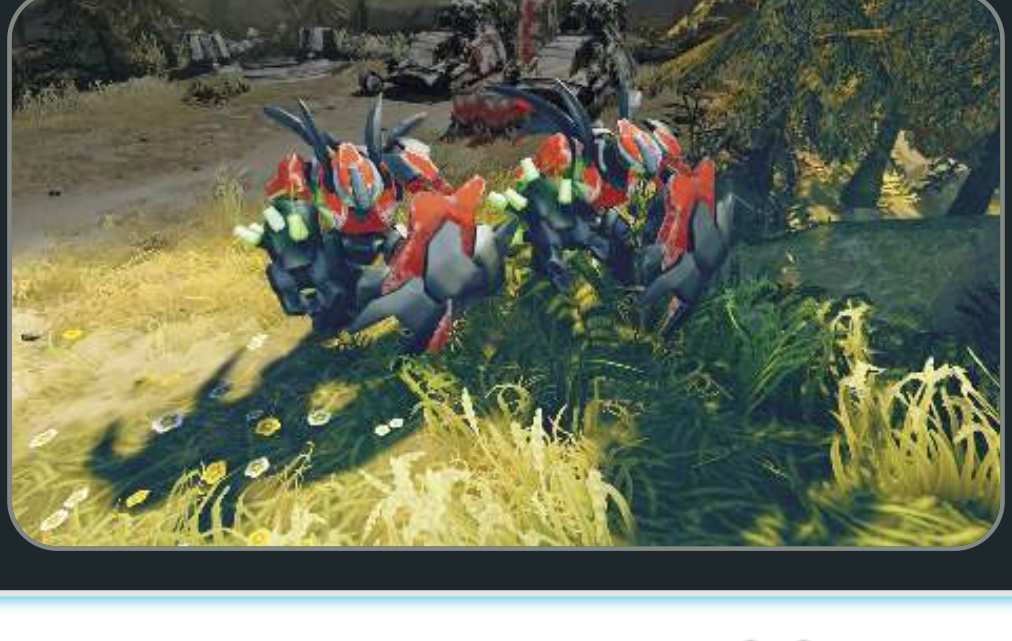


‣ Primary Objective: Strike at Decimus' Main Base

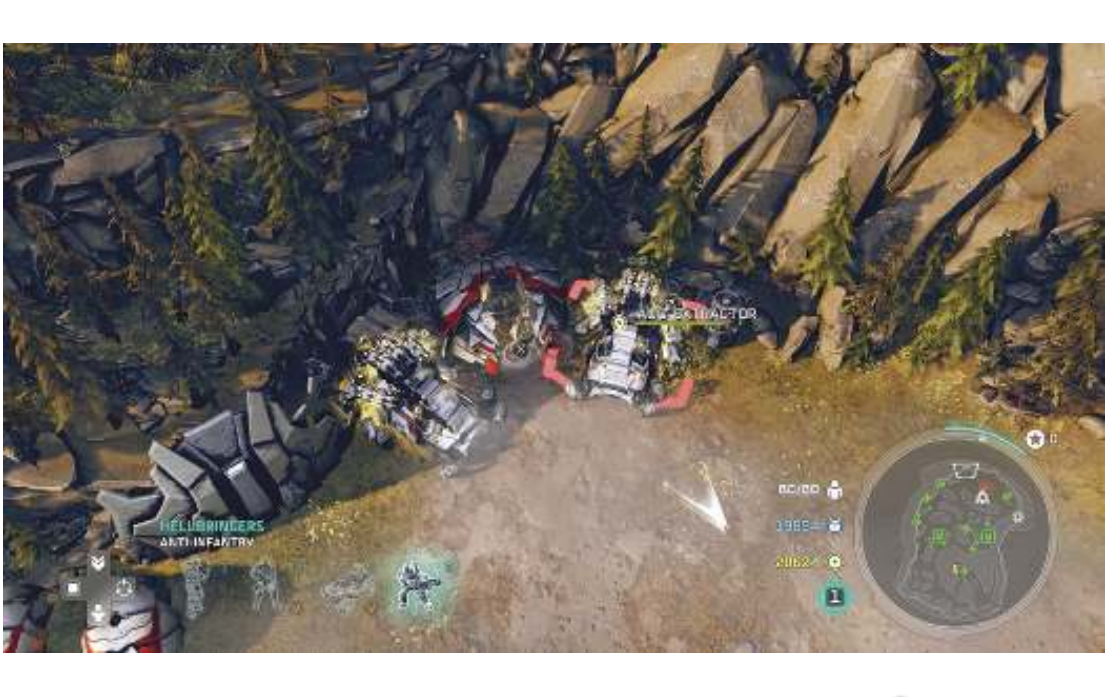
Exit the new base clearing to the right to discover a glowing red anti-vehicle barrier ⑮ . Send infantry through the barrier to destroy the Shield Generator and bring down the energy field. Then head rightward up the pass, burning down the Supply silo in the clearing to the right. Continue up to the outer perimeter of Decimus' base ⑰ .

TIPS FROM THE TESTERS.

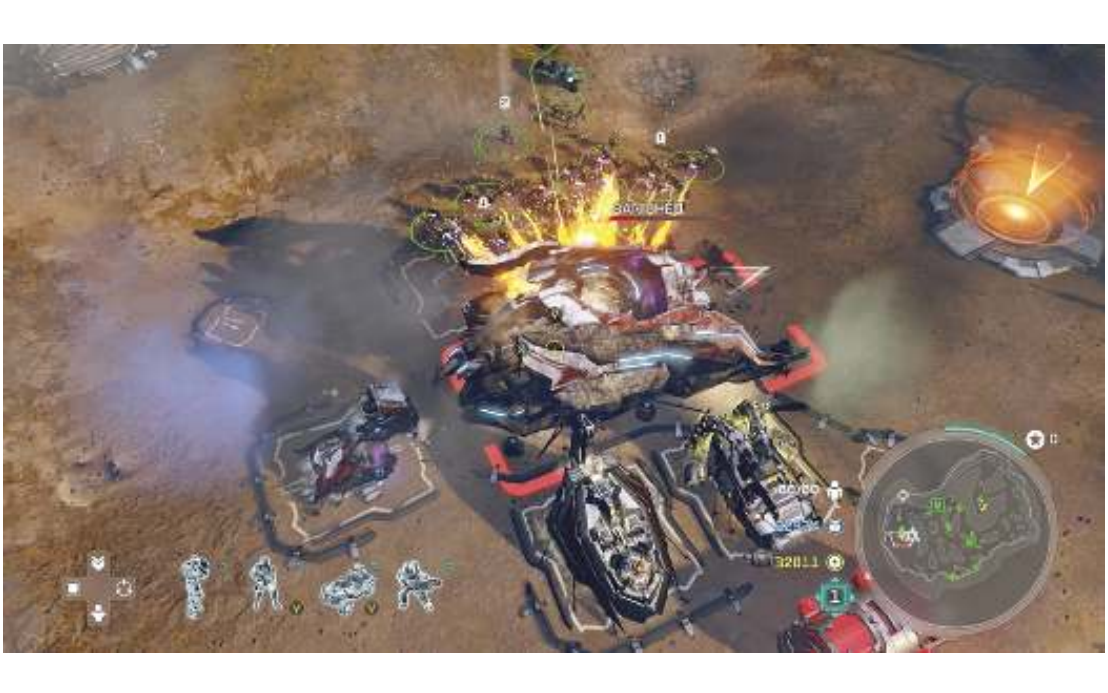
Keep your Warthogs away from these Hunters…or you'll lose your jeeps quickly. Hunters are bonded pairs of super-heavy infantry equipped with assault cannons that tear apart armored ground units, particularly vehicles..



From here, the "completionist" approach is to work counterclockwise around the outside ⑰ , ⑱ of Decimus' main base, moving along the canyon wall and destroying structures and infantry with your Hellbringers in the lead. This way you can complete the bonus objectives for your flamethrower troops. Find and destroy the last few Supply silos on the back edge of the basin. (Check our map for all of the silo locations.) As you proceed, watch out for pairs of Hunters, powerful Banished warriors who can shatter vehicles quickly. Hit Hunters with massed Hellbringer fire before they can reach your Warthogs.

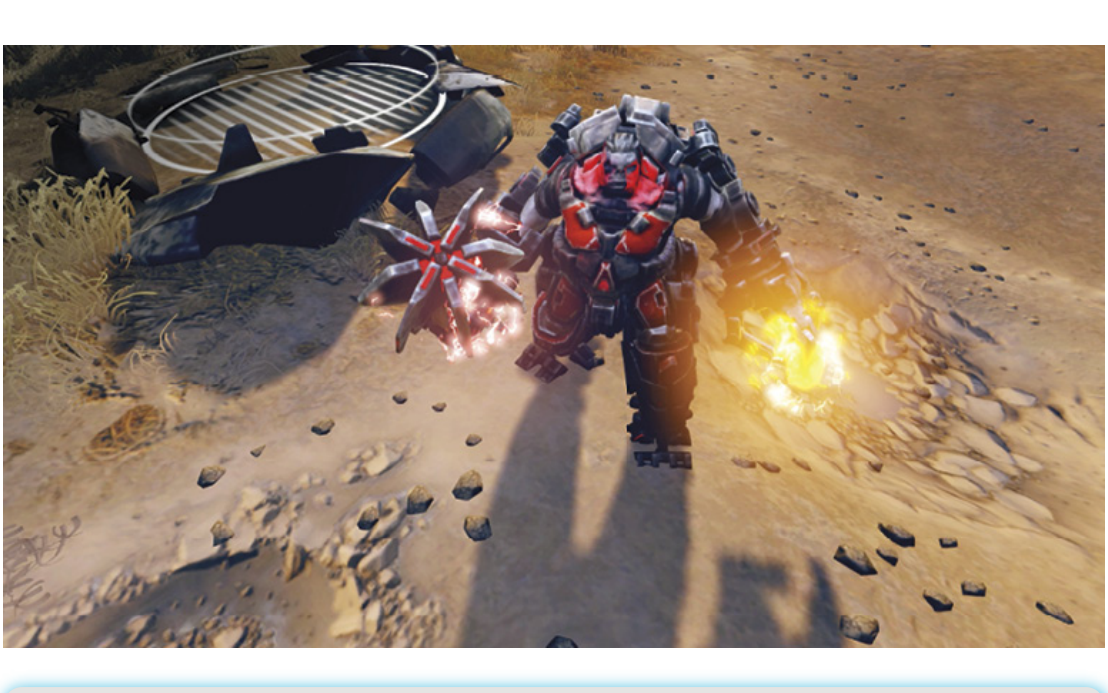


Once you complete all the side objectives, bring every unit you've got on the map to Decimus' base ⑲ and focus all unit fire on the main HQ building. When it finally collapses, the boss appears in his portal ⑳ , ready to fight. (He utters one of our favorite lines ever: "I will hollow out your skulls and let the short ones use them as toys!")



‣ Primary Objective: Defeat Decimus!

To start, group-select your entire army. This is important for several reasons. First, you want to concentrate all your firepower on Decimus when he's alone on the field. Then, when he brings in reinforcements, you want to shift every gun onto each subsidiary target, one by one, so you can clear them out quickly. (Concentrated fire from a large force can kill a basic unit almost instantly.) Then return your focus to Decimus.



BONUS OBJECTIVE: TAKE OUT 10 TARGETS WITH THE GRENADE SPECIAL ABILITY.

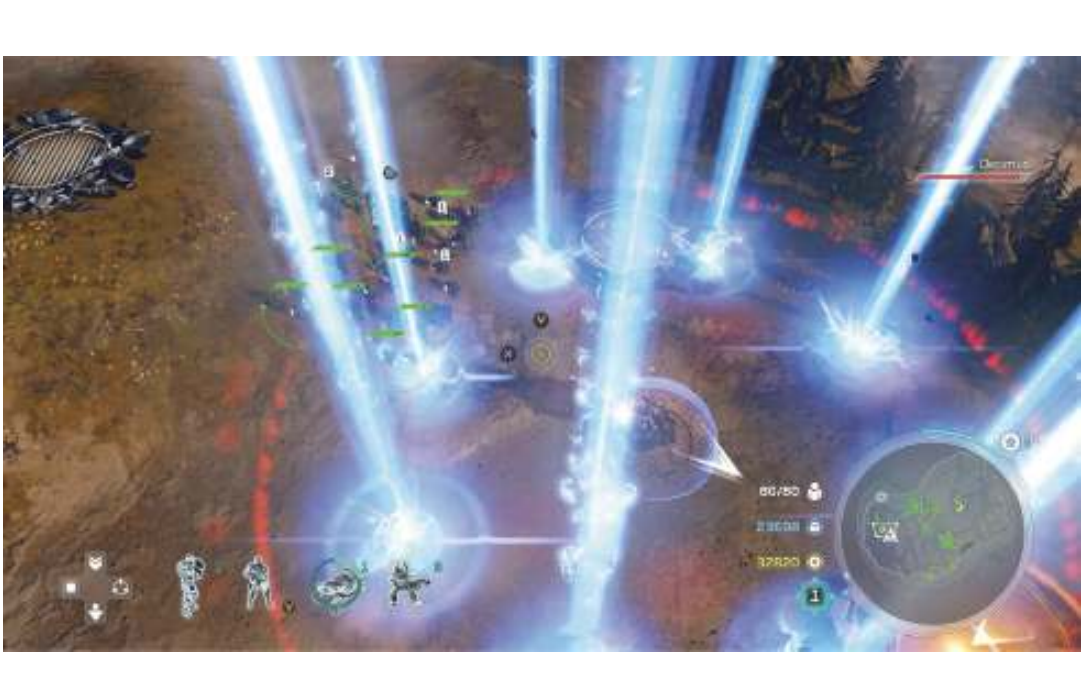
When you enter Decimus' base, Captain Cutter announces that your Marines are now equipped with grenades. This secondary attack gives them extra punch against enemy foes and buildings. Start using them! You complete this objective once your Marines take out 10 targets with grenade attacks..

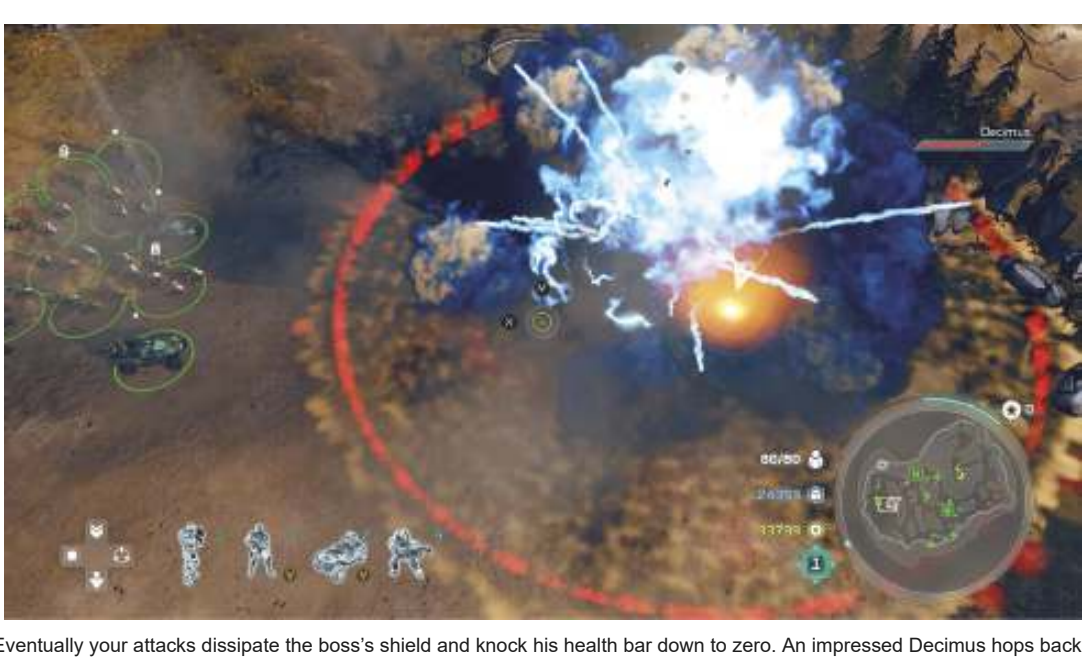
But most importantly, you want to be ready to move everyone at a moment's notice. The reason: Decimus summons orbital strikes from the Shipmaster's cruiser several times during the battle. When he does, a large circular targeting reticle appears around Decimus—he calls in the strike directly onto his own position!

TIPS FROM THE TESTERS.

Retreat from Decimus as soon as he calls for an orbital strike. Get everyone outside the red targeting reticle that appears!.

The moment you hear Decimus contact the Shipmaster, *immediately* move your entire group-selected army away from him. When the red reticle circle appears around Decimus, position your troops just outside of it; you don't want to move too far away from Decimus because you need to quickly renew your attack when the strike ends. Careful—wait until the *full* strike is complete. Plasma beams move from the circle's outer edge into the center. Don't rush back in yet! After the beams converge on Decimus, a massive explosion engulfs the entire circle. The moment that happens, immediately rush back to attack Decimus again with your full army.





Eventually your attacks dissipate the boss's shield and knock his health bar down to zero. An impressed Decimus hops back into his portal and zaps away, vowing to meet again.

DESIGNER OVERVIEW

"A NEW ENEMY"

SCULPTING THE BIG STORY BEATS

The key thing we wanted to solidify as we moved into the next missions was the idea that *Spirit of Fire* was preparing for war. Cutter and crew need to understand their enemy and also see what local targets of significance are present. This meant we moved the UNSC to counterattack Decimus, a major lieutenant, and see what intel was held at this base of operations.

DECISIONS ABOUT WHEN TO INTRODUCE NEW GAMEPLAY TWISTS

Before Decimus is defeated, we made sure the brutality of his nature was conveyed. By "glassing" his own base, Decimus shows us that Atriox and the Banished will stop at nothing to succeed. Decimus indeed has key intel in the ruins of his base, and the Cartographer was called out amongst the ruins—a location of great significance on the Ark. Thus Isabel determines that the UNSC should certainly explore the Cartographer and seek a map of the Ark as they try to understand where Atriox's main forces are and what he knows.

IDEAS BEHIND THE MAP

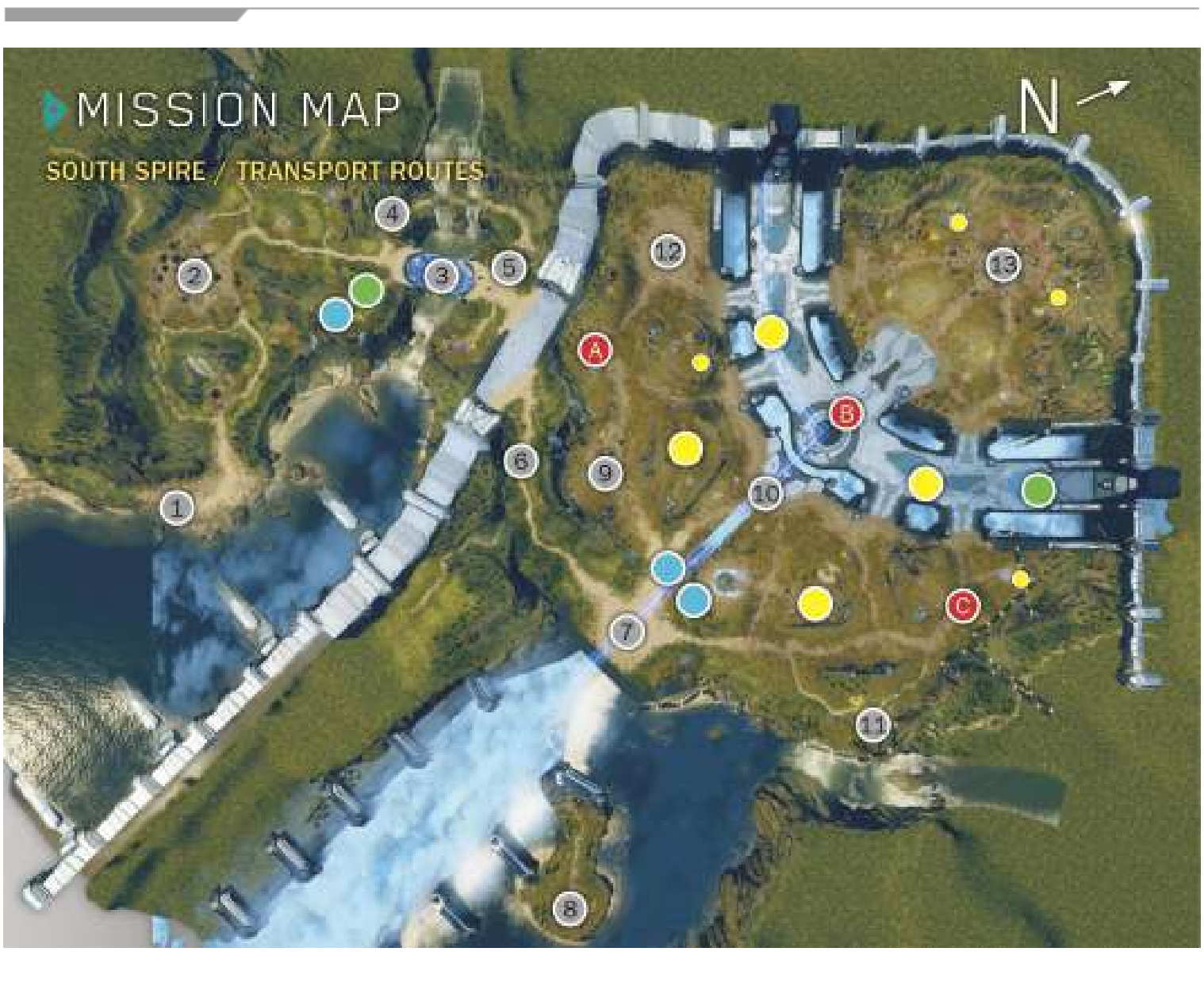
The mission was purposed to onboard new units and basic strategies. It was core for us to ensure that players really understood the game. This meant that larger, more complex units (like the Kodiak mobile

Act I

Mission: Ascension

Intelligence acquired from Decimus' base reveals that Atriox is using a special map of the Ark to access powerful systems and weapons embedded in the vast installation. This map, called the Cartographer, can be reached only via an ancient Forerunner elevator. A set of three Forerunner control towers power the lift. Professor Anders needs your Spartan, Jerome-092, to lead an assault to capture any or all of these towers long enough for her to ascend in the Cartographer's elevator. This mission introduces you to two new units, the Cyclops and the Hornet.

MISSION WALKTHROUGH



MISSION SUMMARY

Capture Forerunner control towers to gain access to the Cartographer.

SCOUTING REPORT

Hornets are on standby at the *Spirit of Fire*, ready to counter any enemy heavy armor.

OBJECTIVES

PRIMARY

- Gain access to the Cartographer
- Reactivate the lightbridge
- Hijack the Wraith
- Clear the area of Banished troops
- Establish a forward base
- Build a Supply Pad, Generator, and Airpad
- Capture the control towers
- Secure the elevator entrance

OPTIONAL

- Destroy the hidden facility's four structures
- Destroy the Banished's three vehicle Foundries
- Destroy the Banished base

BONUS

- Destroy 20 vehicles with a Cyclops
- Kill 20 squads with a hijacked vehicle
- Destroy 20 vehicles using Hornets
- Use the Archer Missile Leader Power three times

PAR TIME

- 40:00

EXTRAS

SKULLS AVAILABLE: 2

PHOENIX LOGS: 2

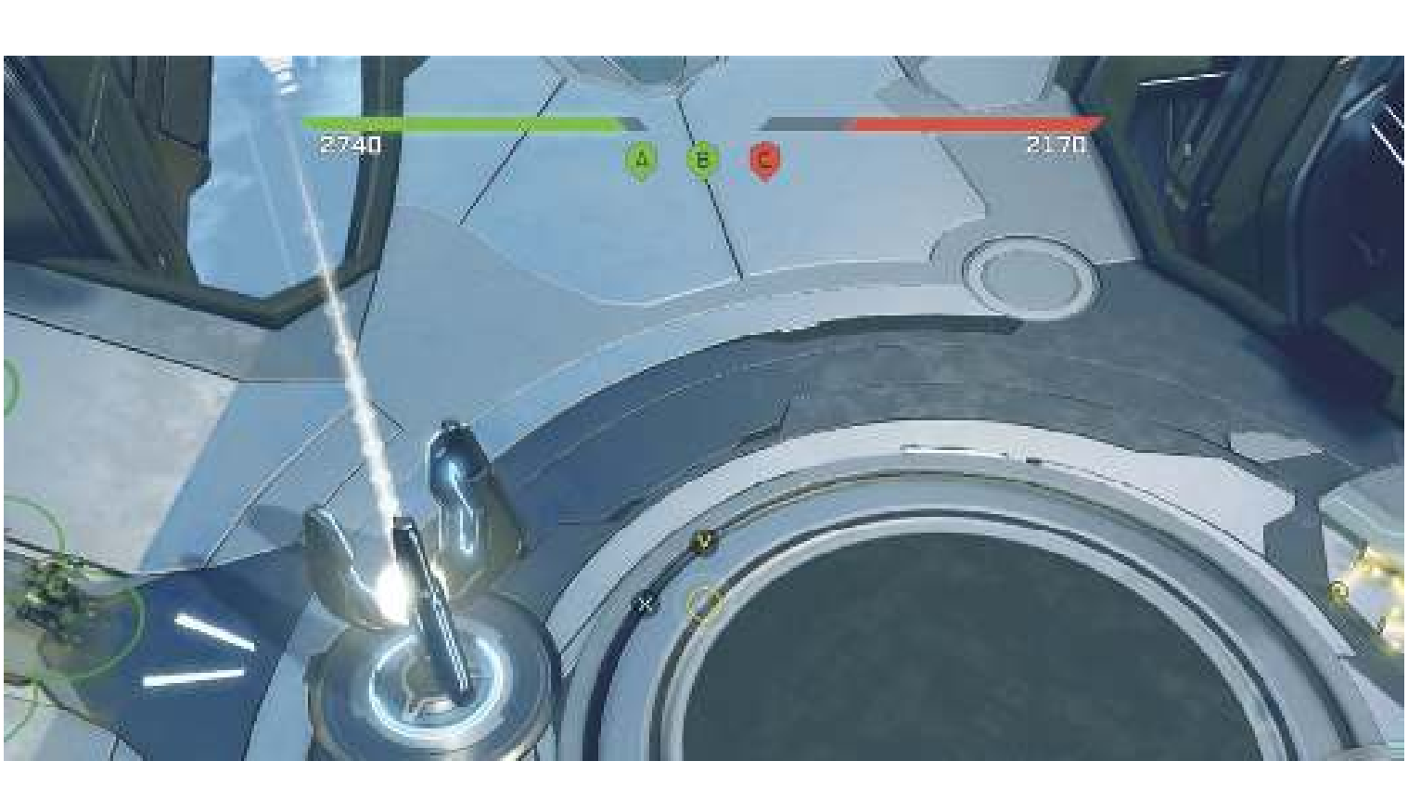
MAP LEGEND

Ⓐ, Ⓑ, Ⓒ	Forerunner control towers
①	Start
②	Massacre
③	Lightbridge
④	Spartan cliff jump
⑤	Hijack Wraith
⑥	Spot sentinel swarm
⑦	Firebase site
⑧	Hidden Banished facility
⑨ - ⑪	Banished Foundries / Minibase sites
⑫	Secondary base site
⑬	Main Banished base
🟢	Phoenix log
🔵	Supply silo
🟡	Power Node
•	Power silo

Three ancient Forerunner control towers are located on the Ark's south spire, marked as Ⓐ, Ⓑ, and Ⓒ on both the in-game Minimap and our guide's mission map. This mission challenges you to capture and control some or all of these towers long enough to let Professor Anders gain access to an elevator that leads up to the Cartographer.

Here's how it works:

- When you capture a tower, an onscreen counter (the green meter at the top of the screen) called the Domination Bar starts counting upward. The bar keeps filling up as long as you control any tower, until your Point total reaches 3000. At that point, Anders rides the elevator and you win the mission.
- Unfortunately, the Banished are trying to seize the towers too. If they capture any, their control time is also measured by an onscreen counter (a red Domination Bar next to your green one). If the Banished bar hits 3000 before yours does, you lose the mission.
- The more towers you control, the faster your Domination Bar ticks upward. If you lose control of your towers after you've built up some Domination Points, you don't lose the Points; your green bar stays where it is and does not regress.
- You can go capture towers controlled by the Banished, and they can capture towers controlled by you, so defending towers that you've captured is important.



Primary Objective: Gain Access to the Cartographer

You start with two Warthogs and a trio of Cyclops, anti-tank combat walkers with durable exoskeletons and powerful autocannons that can punch through vehicle armor. From your starting spot on the beach ①, follow the sandy path to the fork where Jerome notes destroyed Banished mining equipment. Head up the left fork to score some Power and Supply pickups, then move through the shattered mining camp ②, grabbing more dropped Supply as you go. When you reach the lightbridge ③, a pair of Banished Choppers roar across the span. Sic your Cyclops units on them for a quick victory and a new bonus objective.

BONUS OBJECTIVE: DESTROY 20 VEHICLES WITH A CYCLOPS

Group your Cyclops platoon together in the early going and let the powerful walkers handle all confrontations with enemy vehicles.

Primary Objective: Reactivate the Lightbridge

The Banished attack shuts down the lightbridge controls. Before you send Jerome-092 to get the bridge back online, turn right to find more pickups, plus a Banished Supply silo that you can crack open. Then use Jerome's Spartan Slam ability as directed to jump him up the cliff to the marked spot ④. The slam KOs the lone Banished infantryman at the top. Send your Spartan down the upper path past the twin waterfalls.

Primary Objective: Hijack the Wraith

When Jerome reaches the end of the upper path ⑤, a Banished tank called a Wraith opens fire on him from below. Use the Spartan Slam special ability once again on the vehicle. Instead of "slamming" the heavy mortar tank, Jerome-092 hijacks it! (This ability will prove quite handy as the Campaign progresses.) Now you control the Wraith as one of your units.

Primary Objective: Clear the Area of Banished Troops

Tanks are lethal to enemy infantry, so direct the Wraith to dispatch the Banished Grunts who desperately try to swarm the vehicle. Then use the lightbridge control panel to reactivate the lightbridge and complete that objective.

BONUS OBJECTIVE: KILL 20 SQUADS WITH A HIJACKED VEHICLE

Direct your Spartan to use his special Slam/Hijack ability to commandeer enemy vehicles whenever possible and turn them on the Banished. Steal Wraiths because they make such quick work of Grunts, which lets you more easily rack up the 20 kills you need.

As your Cyclops and Warthog units roll across the bridge, a nearby energy barrier deactivates and more Banished squads rush through to attack. Use your hijacked Wraith to hammer the three Grunt squads (for bonus objective kills), then target the enemy Wraith behind them. It's not a fair fight, because your Spartan's shield is applied to your hijacked vehicle. Meanwhile, send your other troops to take on the Hunter pair that attacks from the flank; Hunters are tank-killers, so keep them away from your hijacked Wraith.

HOW TO UN-HIJACK

If you want to liberate your Spartan from his hijacked vehicle, select that vehicle and press Ⓨ to Spartan Slam out of the hijacked vehicle; the abandoned vehicle explodes.

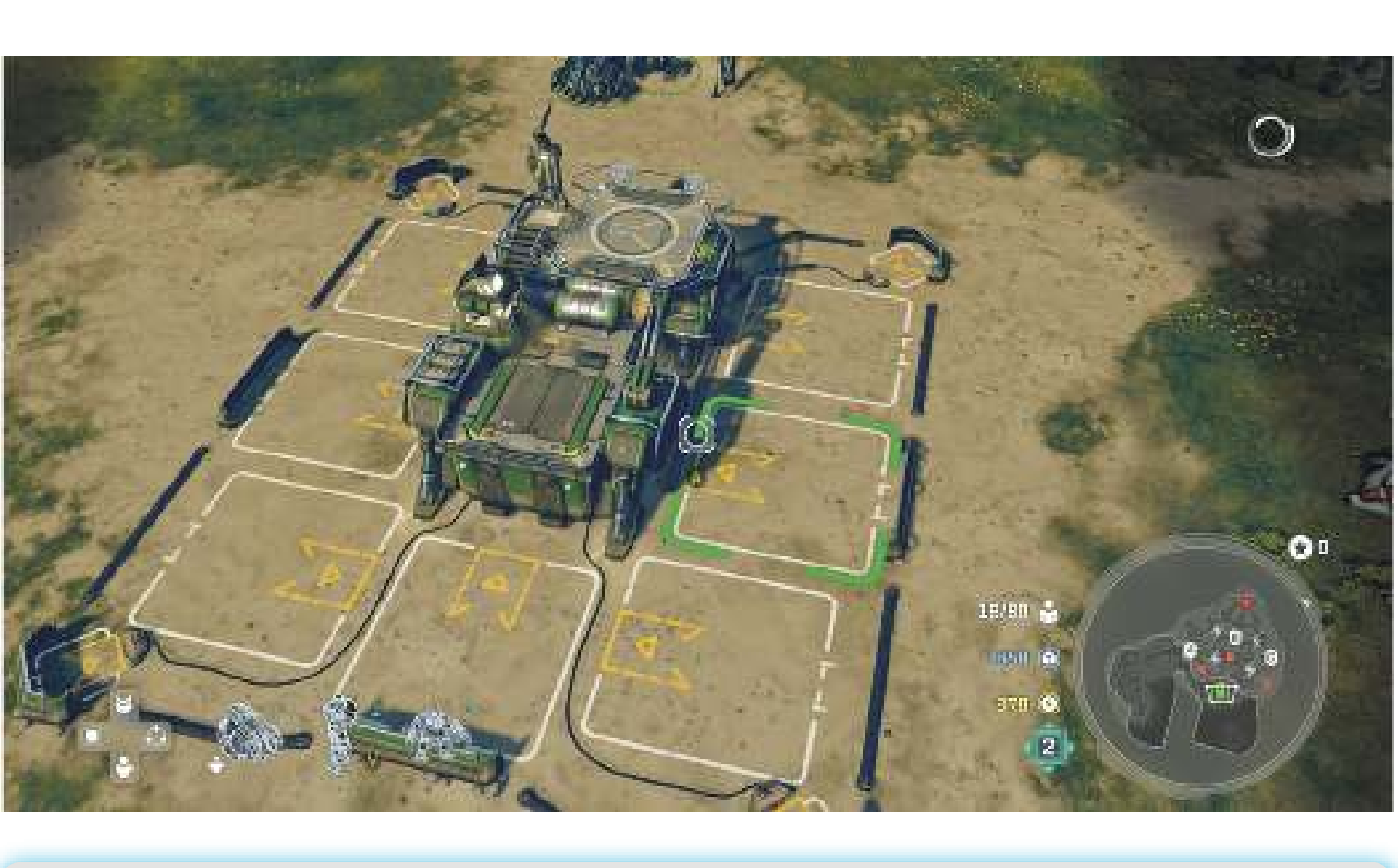
After the fight, you might want to use the Restoration Drones Leader Power to repair any damaged units. Then continue down the path until you reach the marked location and Jerome spots the devastating Forerunner Sentinel swarm ⑥ tearing apart the Banished mining operation. Isabel suggests the Ark's retaliation must be related to the Banished using the Cartographer.

Primary Objective: Establish a Forward Base

Captain Cutter reports that he's marked a good base location just ahead. Continue down the sloped path to the spot ⑦ and order in a Firebase drop. As the HQ is constructed, Professor Anders fills you in on the rest of the mission, and marks the three Forerunner control tower locations on your Minimap. Explore the immediate area for Supply/Power pickups, and smash the two Banished Supply silos for more.

Primary Objectives: Build a Supply Pad, Generator, and Airpad

Cutter suggests that you drop in some specific structures: Supply Pad, Generator, and Airpad. After you order the Airpad, put in a Turret on the uphill-facing side of your Firebase. (See our Tip.) Soon after the Airpad drops in, Isabel detects enemy units approaching, and Cutter delivers a squadron of four Hornets to help you fend off three waves of Banished vehicles. The Turret should be finished in time to help you fend off these waves.



BUILD A TURRET FAST!

If you've grabbed all available pickups and smashed the three Banished Supply silos in the early going, you should have enough resources to build a Turret in your new Firebase right after you finish your Airpad. Install it on the front right corner of the base, facing up the hill. Three waves of Banished raiders will hit the base from the north and northeast soon after you drop in your Airpad, so adding a Turret on that corner gives your defense a boost.

FIGHT OFF THREE VEHICLE WAVES

The approaching Banished attack waves feature Spirit dropships ferrying in all vehicles, so move your Warthogs behind your base or you'll lose them. (Warthogs are great against infantry, but not so great against tanks.) Deploy Jerome plus your Hornet and Cyclops units a short distance up the road leading from the front of the base. Here you meet the first wave, a Ghost leading a pair of Choppers. Your Hornets alone can quickly tear these speeders into tiny pieces, and with anti-vehicle ground support, you're in even better shape. All these attackers love to ram, so be ready for that.

The second wave comes down the road on the right, featuring the same trio, plus a Wraith tank in the rear. (If you added a Turret in that corner as suggested, it should be online to help by now.) Hit them one by one with concentrated fire. Your Cyclops units might be suffering from the enemy's ram attacks, so once the wave is defeated, consider using Restoration Drones for a quick repair.

The final wave comes down the main road again. This time you face a Ghost, a Chopper, and two Wraith tanks. Take them out to end the threat.

ADD TURRETS, HORNETS, AND CYCLOPS UNITS

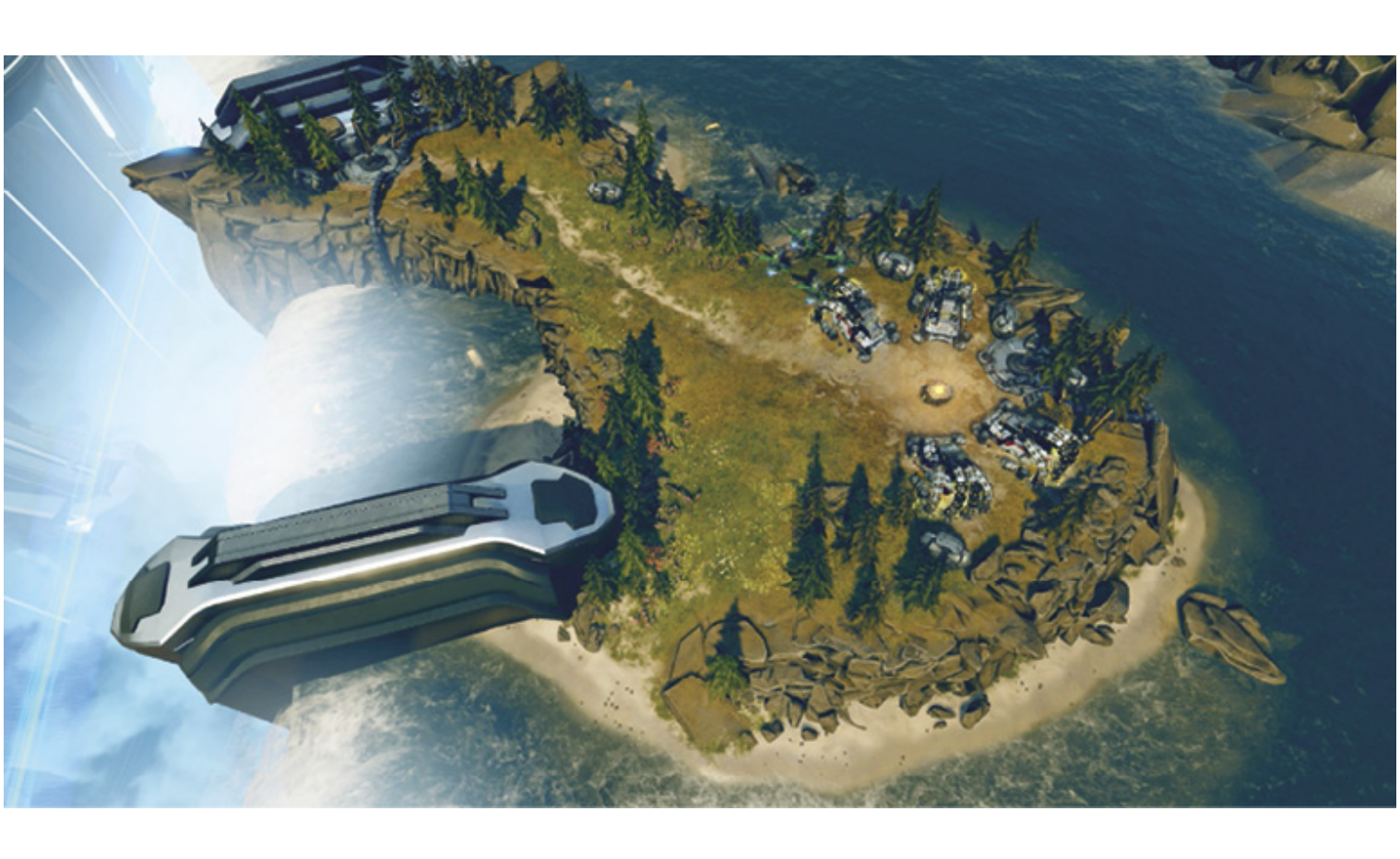
After you break the enemy's third attack wave, start expanding your seven-socket Firebase. Add another Generator and two more Supply Pads to boost your resource inflow. Put Turrets in the other three corners, then start cranking out Hornets from your Airpad. Once you've got a squadron of seven or eight flyers, drop in a Barracks so you can add a few Cyclops to your main force as well. Upgrade your Supply Pads to Heavy Supply Pads for increased Supply inflow.

TIPS FROM THE TESTERS

Flyers counter vehicles in the "rock, paper, scissors" triangle. Hornets are particularly deadly versus tanks. A group of five or six Hornets can take down Wraiths quickly with concentrated fire..

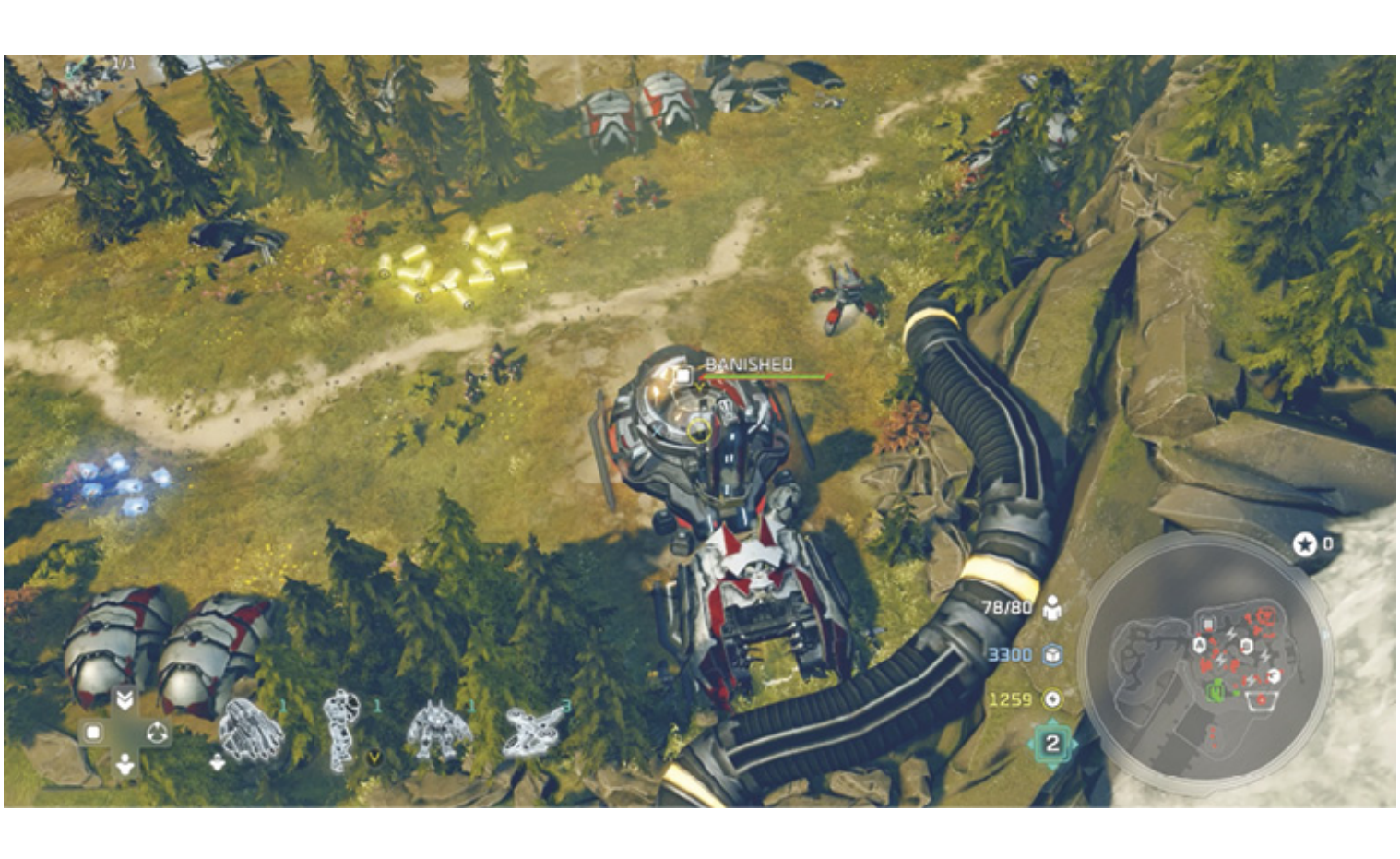
Optional Objective: Destroy the Hidden Facility's Four Structures. Completion Earns a Skull!

While you're building up your Firebase and strike force, send a squadron of four or five Hornets off the platform and across the water to the southeast. Find the island where four Banished buildings ⑧ called Augmented Extractors are siphoning Power from the Ark. Once you terminate the squads of Grunt defenders, you have free rein to rain fire down on the Extractors until all four are nothing but cinders.



Optional Objective: Destroy the Banished's Three Vehicle Foundries

A solid next move is to cripple the Banished's ability to produce Wraiths, reducing their intrusive forays across the map. Take a large, Hornet-filled strike force led by your Spartan and hit the three Foundry sites ⑨ - ⑪ surrounding your base. At each site, after you destroy the Banished facility, you can drop in a One-Slot UNSC Minibase. You can also build a three-socket Firebase up on the open plateau to the west ⑫. Check our map to see where you can capture Power Nodes and smash Banished Power silos for Power pickups too.

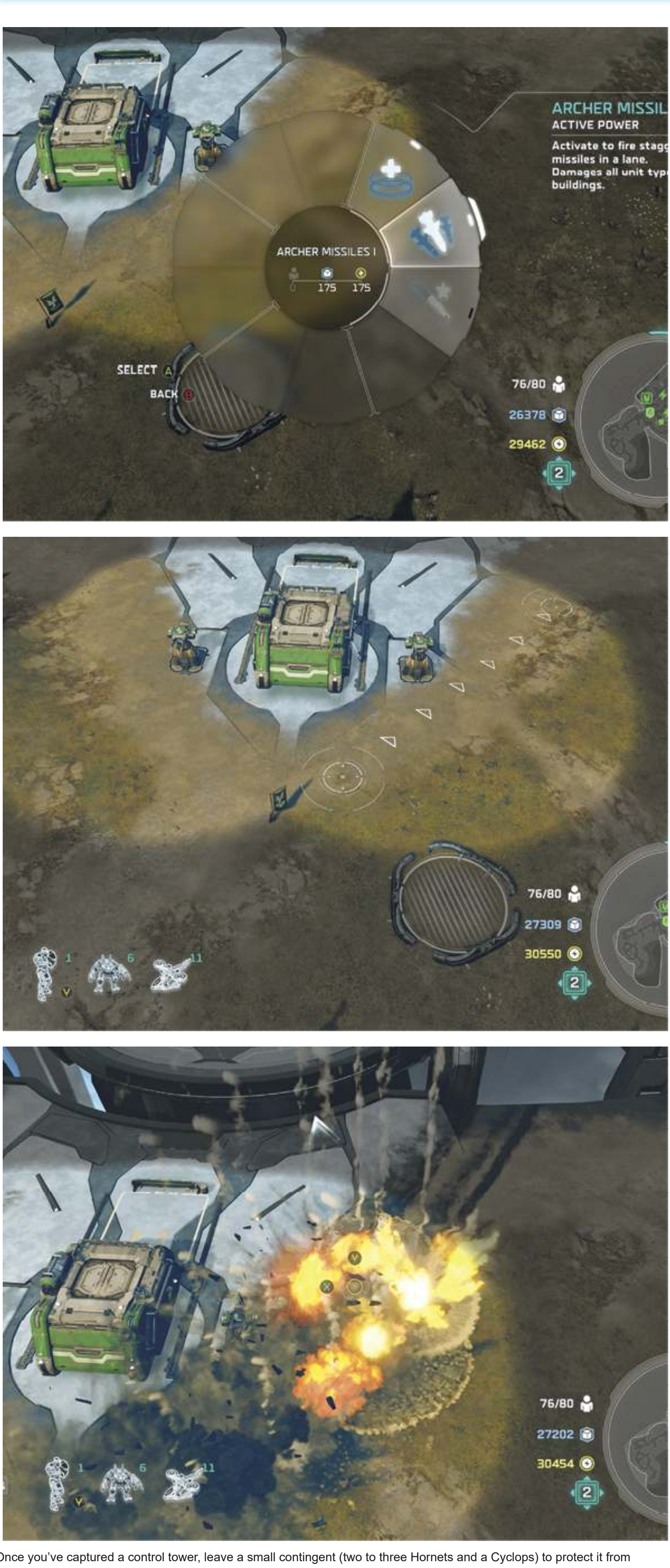


Primary Objective: Capture the Control Towers!

The Banished won't move on the Forerunner control towers Ⓐ, Ⓑ, and Ⓒ until you capture a tower for the UNSC. When you capture your first control tower, your green Domination Bar appears at the top of the screen and starts filling up. This first capture also triggers Isabel's deployment of a new Leader Power, the Archer Missiles. Open the Leader Power radial and select Archer Missiles to "buy" the Power. Then check out our Tip section on how best to use the missiles in this mission.

BONUS OBJECTIVE: USE THE ARCHER MISSILE LEADER POWER THREE TIMES

Once you capture your first Forerunner control tower at Ⓐ, Ⓑ, or Ⓒ. Isabel makes a new Leader Power available from the *Spirit of Fire*—a fearsome Archer Missile strike. Use Archer Missiles to unleash a straight line of missile strikes across large enemy forces or Banished base clusters. This Power is particularly useful if you attempt the difficult optional objective of destroying the big Banished base in the north.



Once you've captured a control tower, leave a small contingent (two to three Hornets and a Cyclops) to protect it from Banished recapture attempts, then move on to your next target. Better yet, you can completely eliminate all Banished recapture attempts if you complete the next optional objective.

TIPS FROM THE TESTERS

Leave guards near control towers in case the Banished try to take them back.

Optional Objective: Destroy the Banished Base. Completion Earns a Skull!

You can end all Banished activity in this area and possibly complete some of your unfinished bonus objectives if you eliminate the big Banished base ⑬ in the northern part of the map. The huge installation is shielded, studded with multiple Turrets, and crawling with defenders, so don't try this assault unless you've got your Population maxed out with Hornets and Cyclops units. (You may need to pull back once or twice to repair with Restoration Drones and train fresh replacement troops if your force gets too depleted in the assault.)

ANDERS
We've captured Control Towers!
2240
1920
BANISHED
Enemy Encountered

Work your way systematically across the northern plateau, concentrating fire on target after target. When you reach the base cluster, hammer it until the shield goes down, then destroy the Shield Generator and Turrets. Hitting the base gives you a chance to boost your vehicle kills with Hornets and Cyclops units to complete their vehicle-kill bonuses. Keep Jerome-092 fighting from inside hijacked Wraiths to help him complete his bonus objective too.

BONUS OPTIONS

If you still need to destroy enemy vehicles to complete the bonus objectives, you can take out the Banished base's Shield Generator and Turrets, then pull your troops back. Wait patiently as the base produces vehicles one at a time, and destroy them with whichever unit types (Hornet, Cyclops, or hijacked) still need kills to complete bonuses.

After the northern installation is destroyed, the Banished forces won't harass your captured control towers anymore. You can also call in another three-socket UNSC Firebase onto the newly vacated site, if you want. Go capture any other Forerunner control towers that you haven't already dominated.

Primary Objective: Secure the Elevator Entrance

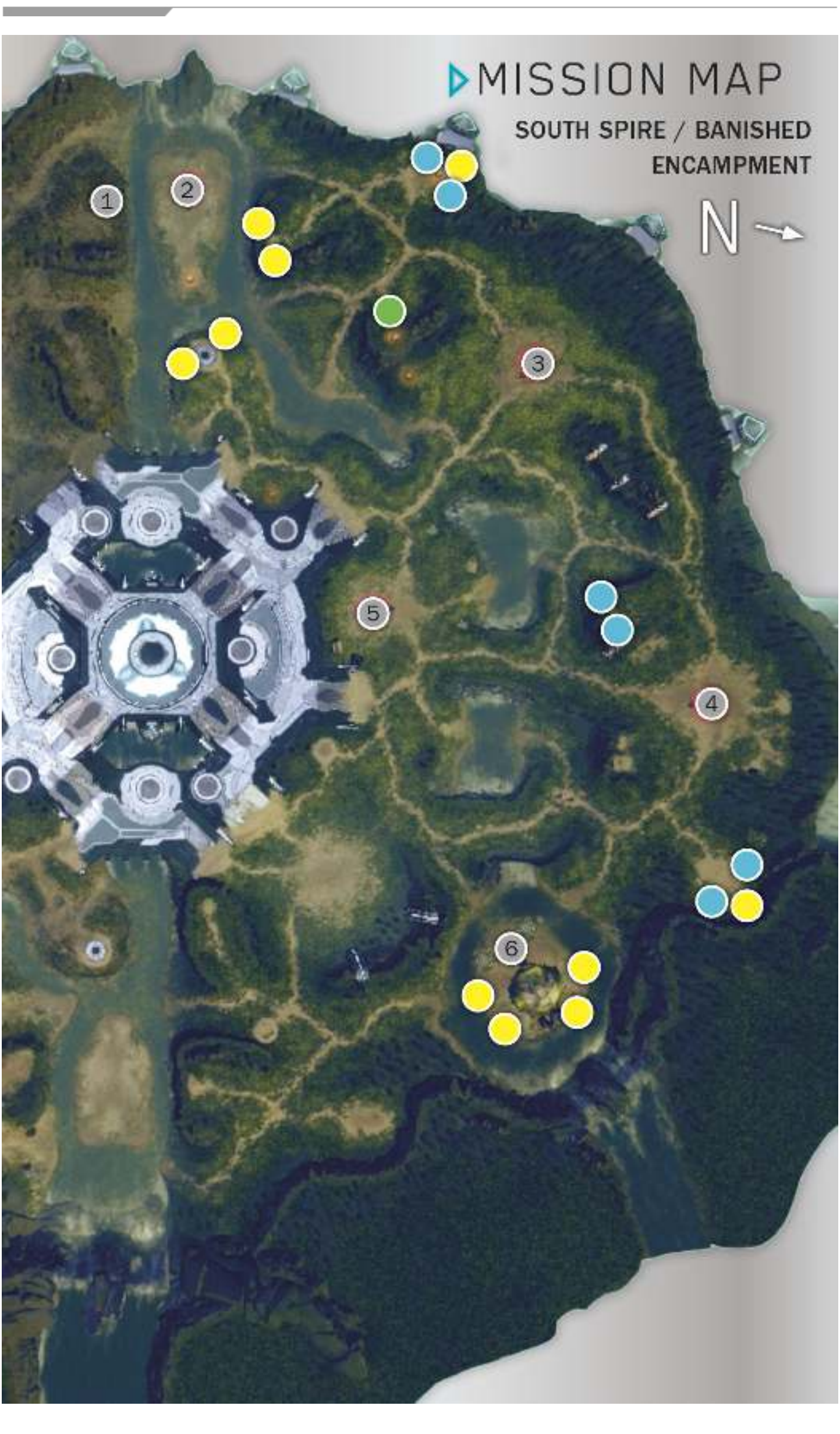
Once your Domination Bar hits the 3000 mark, send any unit to the elevator hatch indicated by the objective arrow to "secure" it and complete the mission.

Act I

Mission: One Three Zero

Senior Chief Petty Officer Alice-130, the Spartan who so bravely fought a rearguard action back in “The Signal,” managed to escape and then track a Banished convoy to a hilltop overlooking a big enemy encampment. The compound features a number of red light-shield domes where captured UNSC troops have been incarcerated. Alice’s mission: infiltrate an abandoned research post nearby, where she can contact the *Spirit of Fire*. En route, she hopes to liberate those UNSC prisoners.

MISSION WALKTHROUGH



▼ MISSION SUMMARY

Rescue UNSC prisoners with Alice-130 from deep behind enemy lines.

▼ SCOUTING REPORT

Even a lone Spartan can be a formidable force.

▼ OBJECTIVES

PRIMARY

- Free the four groups of prisoners
- Take control of the research post
- Hold the line until extraction

OPTIONAL

- Don’t let any of the four prison squads die
- Keep Alice alive for the entire mission
- Gather all resources from 16 silos

BONUS

- Kill three units using Spartan Slam
- Kill the scared Grunt before he flees
- Kill three units with Archer Missiles
- Kill three units with Lotus Mines

PAR TIME

- 20:00

▼ EXTRAS

SKULLS AVAILABLE: 1

PHOENIX LOGS: 1

▼ MAP LEGEND

① Start

② - ⑤ Prison domes

* Scared Grunt runs at ③

⑥ Abandoned research post

🟢 Phoenix log

🔵 Supply silo

🟡 Power silo

‣ Primary Objective: Free the Four Groups of Prisoners

FIRST PRISON DOME

Start with a brutal Spartan Slam, leaping from Alice’s hilltop ① onto Banished Grunt squads below. Wait to jump until the marching Grunt squad stops next to the stationary squad, so they’re close together. If you land between them, you can kill both units with the slam, putting you two-thirds of the way to completing a bonus objective in your opening move. Then open fire on the Shield Generator to liberate the two imprisoned Hellbringer squads. Group them with Alice and move out, heading due north across the river to the path ②.

BONUS OBJECTIVE: KILL THREE UNITS USING SPARTAN SLAM

Use Alice’s special ability to terminate three Banished units. You can nail two right away with Alice’s hilltop leap in your mission-opening move. This gives you the rest of the mission to slam just one more unit to complete the objective.

LEADER POWERS

You cannot access the Archer Missiles and new Lotus Mine Leader Powers until Alice makes contact with the Spirit of Fire at the abandoned research post. However, you do have access to the Restoration Drones, and the Battle Hardened passive Power increases your units’ veterancy as they fight during the mission as well.

‣ Optional Objective: Don’t Let Any of the Four Prison Squads Die. Completion Earns a Skull!

‣ Optional Objective: Keep Alice Alive for the Entire Mission

Here you pick up two new optional objectives, and you understand why the health bar for Alice has been in the upper right corner since the mission began. Bear in mind that Alice-130 is tough as nails and her shield automatically regenerates, so keeping her alive the entire mission is somewhat easier than keeping all four of the liberated squads alive.

As you move from point to point along the mission route, keep Alice in the lead, sending her ahead alone and then bringing up the rest of your troops to support her when her shield is low. We suggest you combine all the ex-prisoners into one hotkey control group so you can select them all instantly and pull everyone but Alice back from a fight at a moment’s notice.

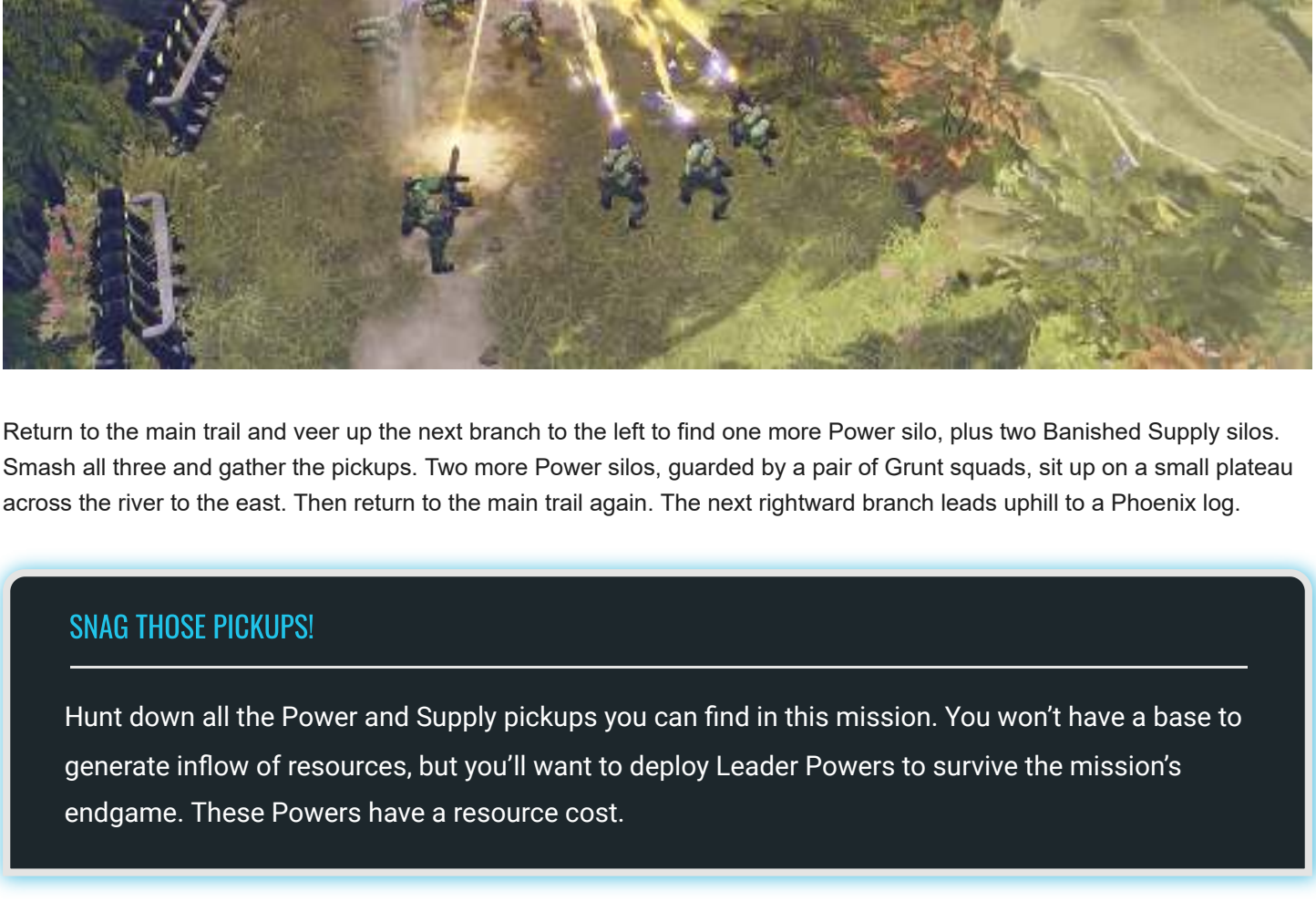
TIPS FROM THE TESTERS.

Keep Alice in front of your other troops. With her shield and high durability, she can absorb a lot of damage that would kill other units.

Time Alice’s Spartan Slam special ability to hit multiple enemy infantry units simultaneously.

‣ Optional Objective: Gather All Resources from 16 Silos

A total of 16 silos (10 Power and six Supply) are scattered across the mission map. Destroy all 16 to complete this optional objective. (Check our mission map for their locations.) After you cross the river and move up the main trail, veer up the first branch to the right to find two Banished Power silos. Destroy both and scoop up the yellow Power pickups that burst out.



Return to the main trail and veer up the next branch to the left to find one more Power silo, plus two Banished Supply silos. Smash all three and gather the pickups. Two more Power silos, guarded by a pair of Grunt squads, sit up on a small plateau across the river to the east. Then return to the main trail again. The next rightward branch leads uphill to a Phoenix log.

SNAG THOSE PICKUPS!

Hunt down all the Power and Supply pickups you can find in this mission. You won’t have a base to generate inflow of resources, but you’ll want to deploy Leader Powers to survive the mission’s endgame. These Powers have a resource cost.

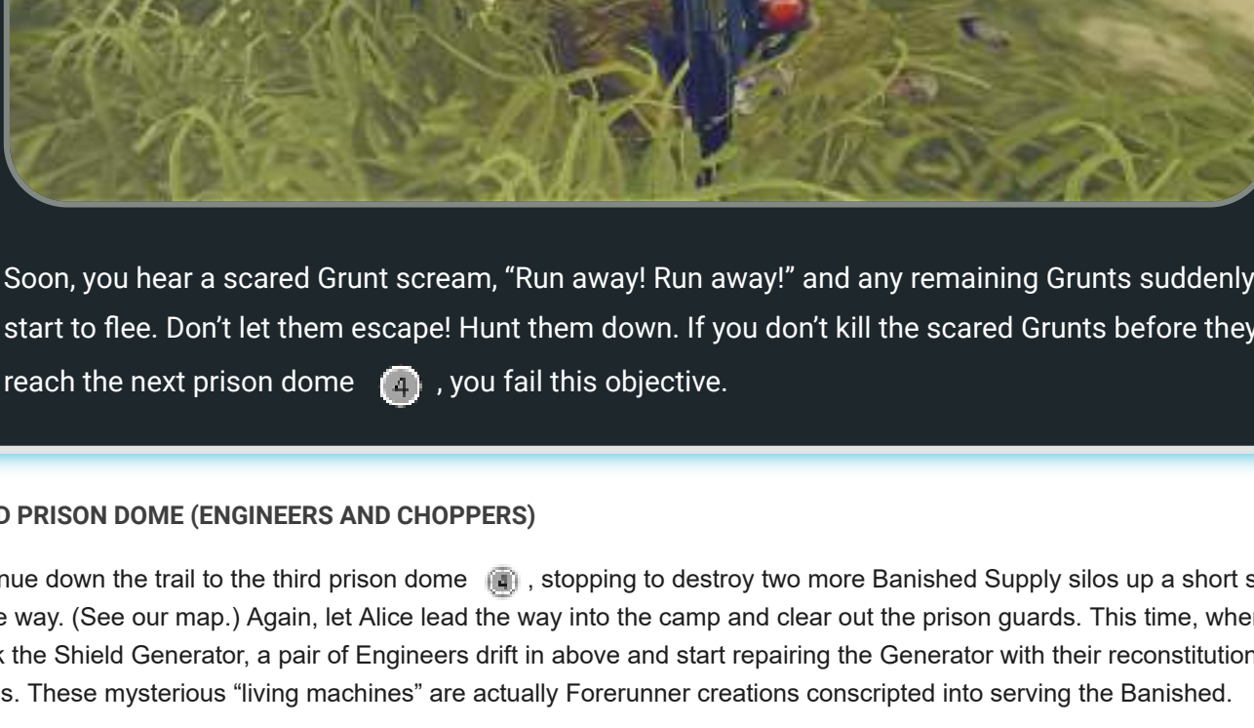
‣ Primary Objective: Free the Prisoners (Continued)

SECOND PRISON DOME (SCARED GRUNT)

Continue along the main trail, keeping Alice out in front. Soon you reach the second light-shield prison dome ③, two more Hellbringer units guarded by three Grunt squads. Use Alice’s Spartan Slam for a one-hit kill when the first two Grunt squads set up side by side. After you clear the area, select All Units and prepare to blast the Shield Generator. But get ready for a sudden bonus objective when the Generator explodes. (See our Bonus box.)

BONUS OBJECTIVE: KILL THE SCARED GRUNT BEFORE HE FLEES

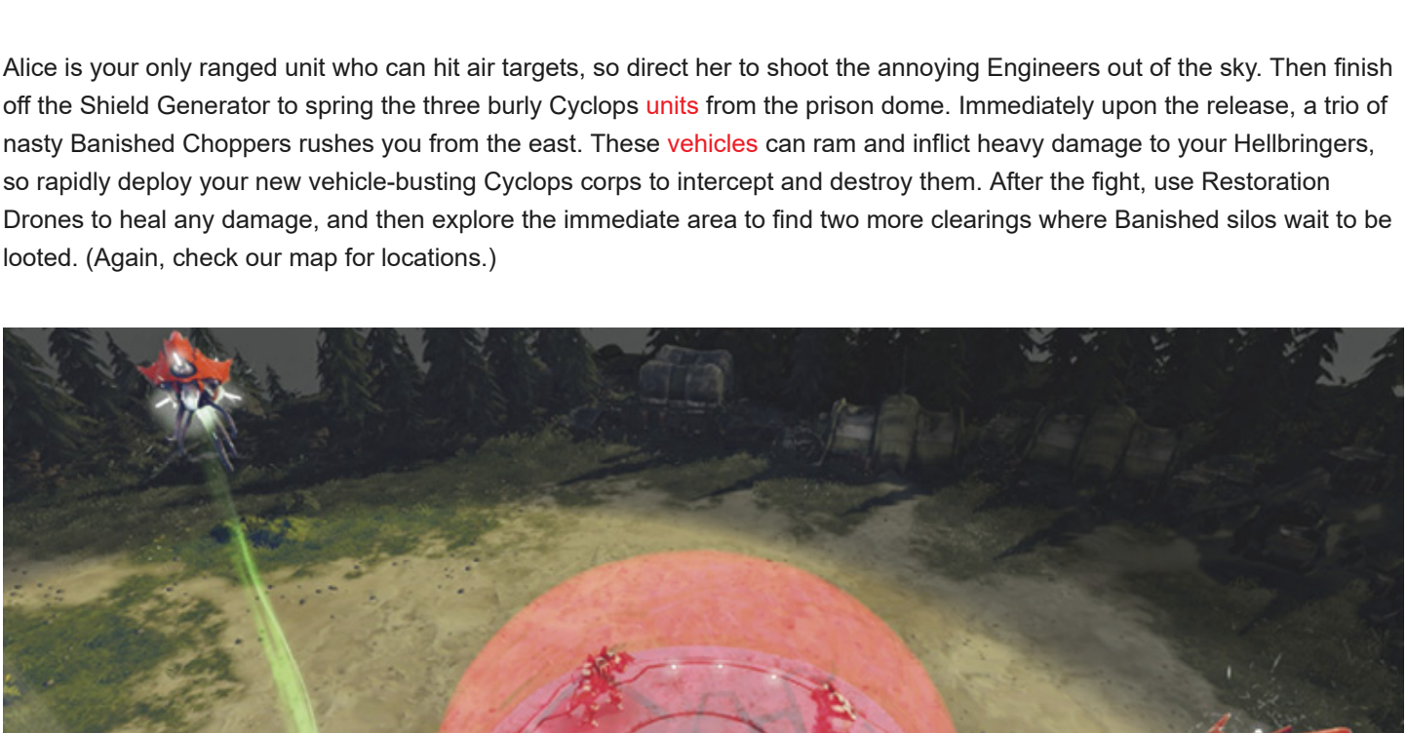
When you destroy the Shield Generator to deactivate the second prison dome ③, you hear Alice say, “Heads up! Looks like we woke the neighbors!” as another Grunt squad approaches the clearing. Focus your entire platoon’s fire, including that of the newly liberated Hellbringers, on these attackers.



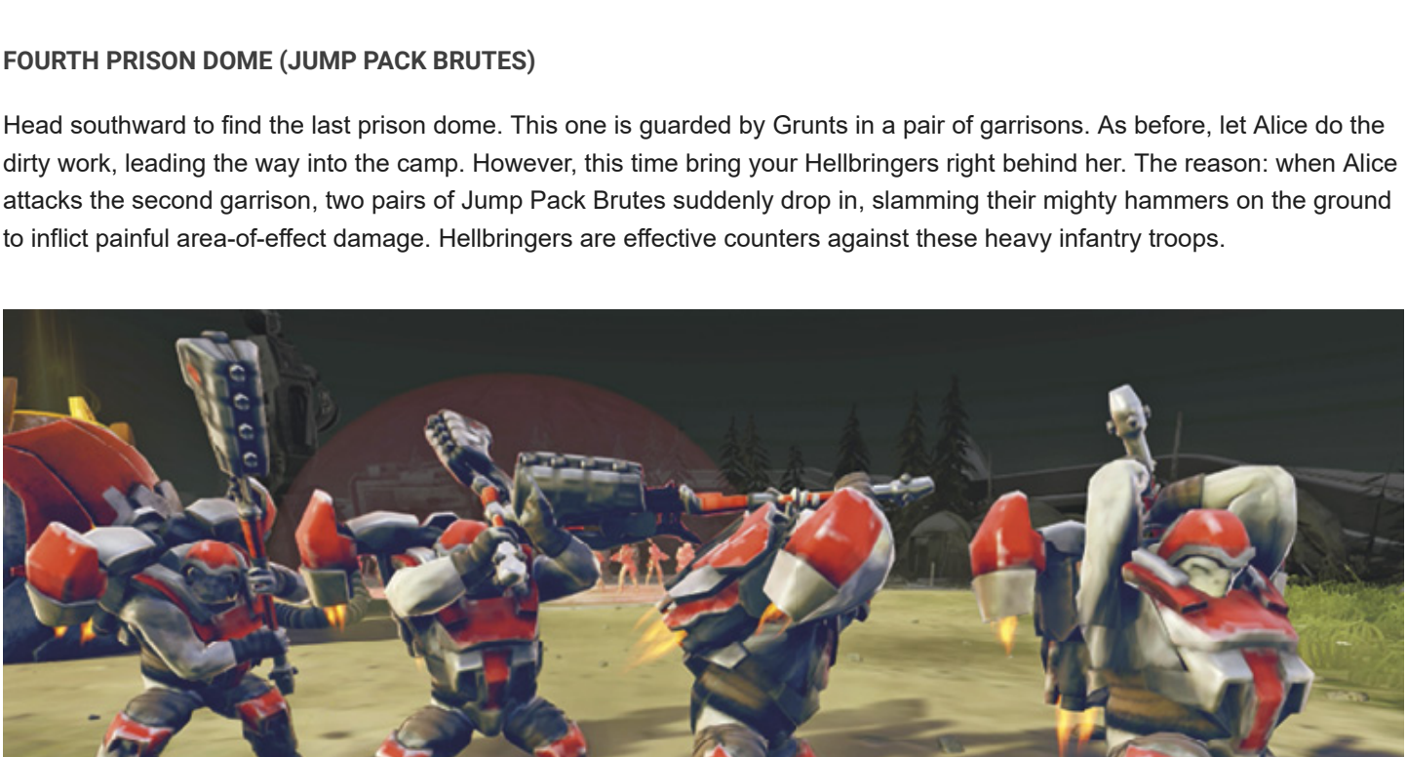
Soon, you hear a scared Grunt scream, “Run away! Run away!” and any remaining Grunts suddenly start to flee. Don’t let them escape! Hunt them down. If you don’t kill the scared Grunts before they reach the next prison dome ④, you fail this objective.

THIRD PRISON DOME (ENGINEERS AND CHOPPERS)

Continue down the trail to the third prison dome ④, stopping to destroy two more Banished Supply silos up a short slope on the way. (See our map.) Again, let Alice lead the way into the camp and clear out the prison guards. This time, when you attack the Shield Generator, a pair of Engineers drift in above and start repairing the Generator with their reconstitution beams. These mysterious “living machines” are actually Forerunner creations conscripted into serving the Banished.

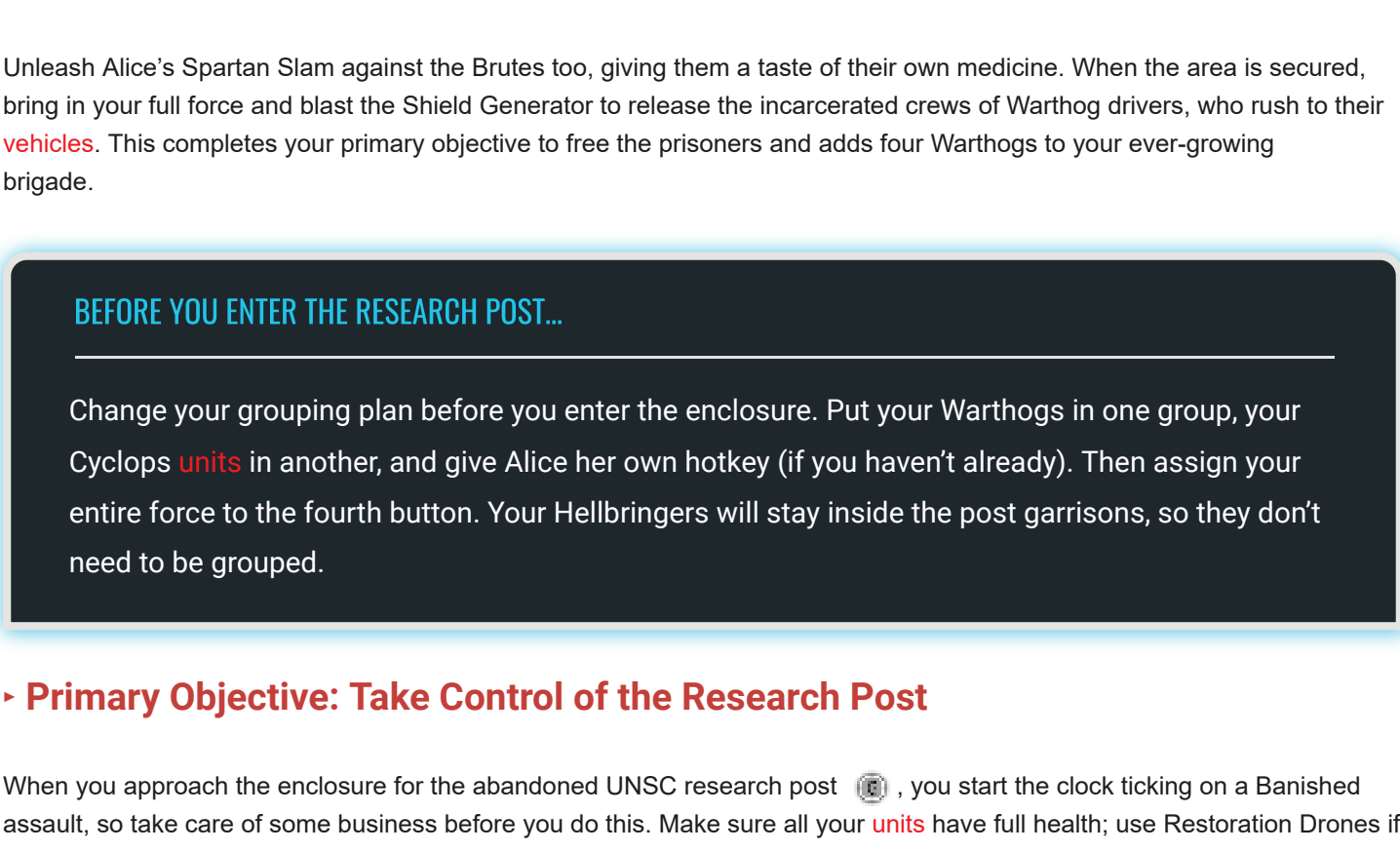


Alice is your only ranged unit who can hit air targets, so direct her to shoot the annoying Engineers out of the sky. Then finish off the Shield Generator to spring the three burly Cyclops units from the prison dome. Immediately upon the release, a trio of nasty Banished Choppers rushes you from the east. These vehicles can ram and inflict heavy damage to your Hellbringers, so rapidly deploy your new vehicle-busting Cyclops corps to intercept and destroy them. After the fight, use Restoration Drones to heal any damage, and then explore the immediate area to find two more clearings where Banished silos wait to be looted. (Again, check our map for locations.)



FOURTH PRISON DOME (JUMP PACK BRUTES)

Head southward to find the last prison dome. This one is guarded by Grunts in a pair of garrisons. As before, let Alice do the dirty work, leading the way into the camp. However, this time bring your Hellbringers right behind her. The reason: when Alice attacks the second garrison, two pairs of Jump Pack Brutes suddenly drop in, slamming their mighty hammers on the ground to inflict painful area-of-effect damage. Hellbringers are effective counters against these heavy infantry troops.



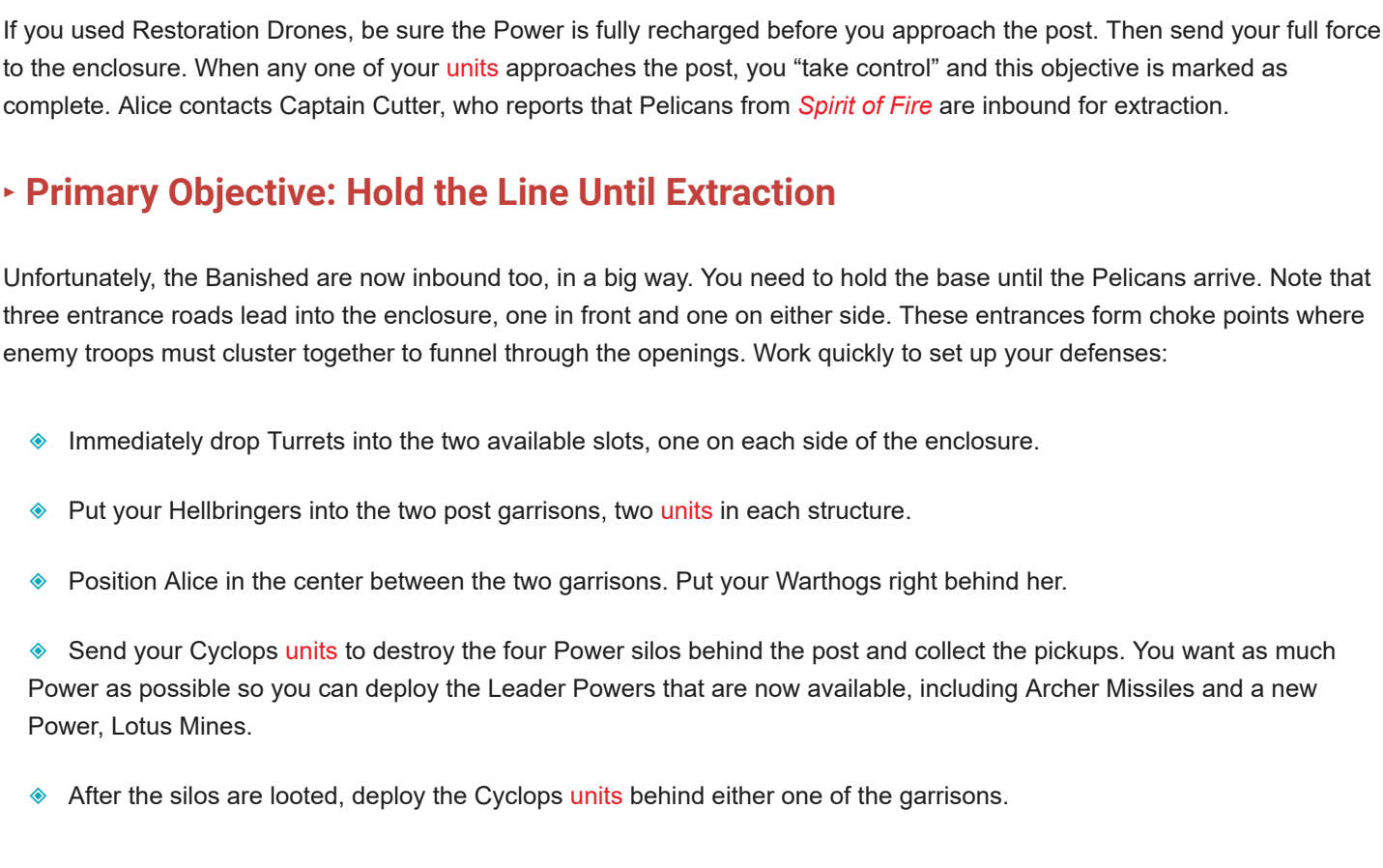
Unleash Alice’s Spartan Slam against the Brutes too, giving them a taste of their own medicine. When the area is secured, bring in your full force and blast the Shield Generator to release the incarcerated crews of Warthog drivers, who rush to their vehicles. This completes your primary objective to free the prisoners and adds four Warthogs to your ever-growing brigade.

BEFORE YOU ENTER THE RESEARCH POST...

Change your grouping plan before you enter the enclosure. Put your Warthogs in one group, your Cyclops units in another, and give Alice her own hotkey (if you haven’t already). Then assign your entire force to the fourth button. Your Hellbringers will stay inside the post garrisons, so they don’t need to be grouped.

‣ Primary Objective: Take Control of the Research Post

When you approach the enclosure for the abandoned UNSC research post ⑥, you start the clock ticking on a Banished assault, so take care of some business before you do this. Make sure all your units have full health; use Restoration Drones if they don’t. Check to see if you’ve destroyed 12 of the 16 silos available in the area. (The last four are at the research post.)

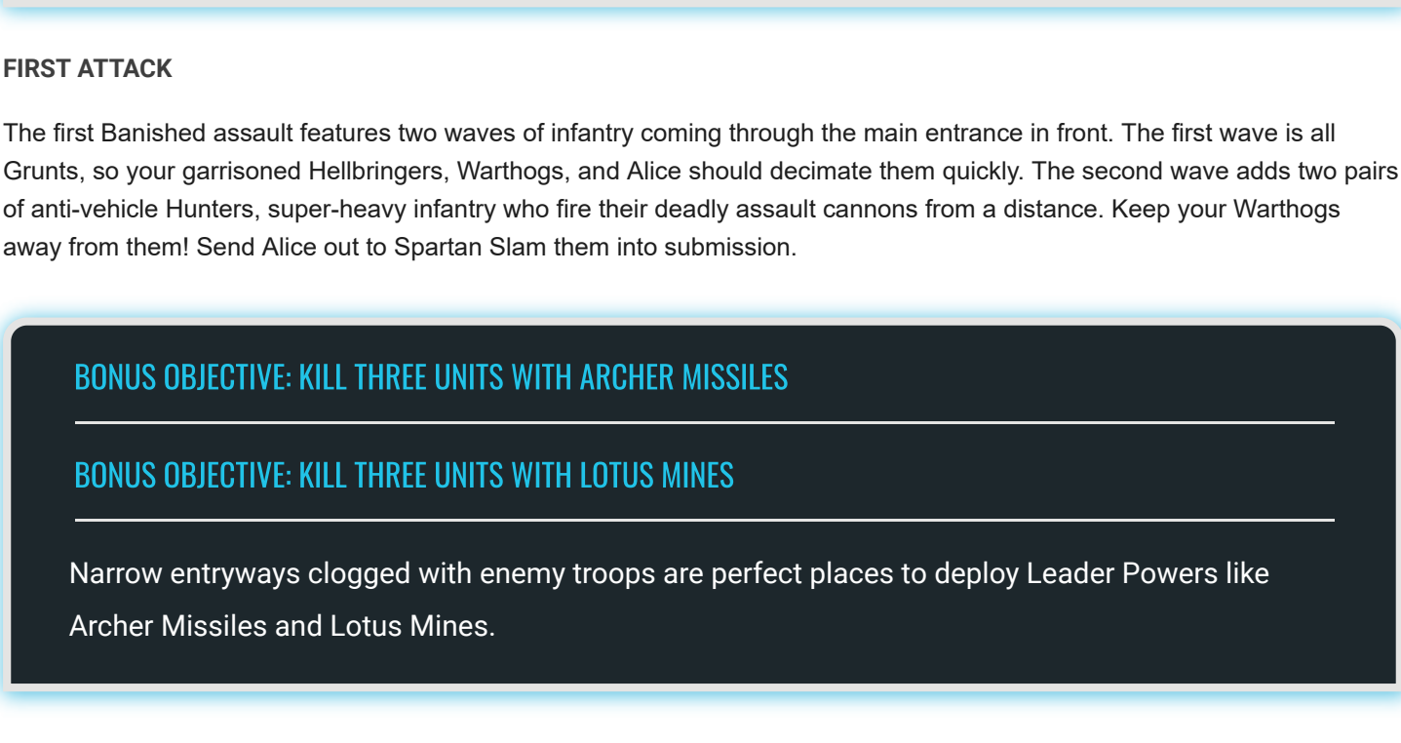


If you used Restoration Drones, be sure the Power is fully recharged before you approach the post. Then send your full force to the enclosure. When any one of your units approaches the post, you “take control” and this objective is marked as complete. Alice contacts Captain Cutter, who reports that Pelicans from *Spirit of Fire* are inbound for extraction.

‣ Primary Objective: Hold the Line Until Extraction

Unfortunately, the Banished are now inbound too, in a big way. You need to hold the base until the Pelicans arrive. Note that three entrance roads lead into the enclosure, one in front and one on either side. These entrances form choke points where enemy troops must cluster together to funnel through the openings. Work quickly to set up your defenses:

- Immediately drop Turrets into the two available slots, one on each side of the enclosure.
- Put your Hellbringers into the two post garrisons, two units in each structure.
- Position Alice in the center between the two garrisons. Put your Warthogs right behind her.
- Send your Cyclops units to destroy the four Power silos behind the post and collect the pickups. You want as much Power as possible so you can deploy the Leader Powers that are now available, including Archer Missiles and a new Power, Lotus Mines.
- After the silos are looted, deploy the Cyclops units behind either one of the garrisons.



TIPS FROM THE TESTERS.

Farm the resources behind the outpost so you can use more Leader Powers while defending!.

FIRST ATTACK

The first Banished assault features two waves of infantry coming through the main entrance in front. The first wave is all Grunts, so your garrisoned Hellbringers, Warthogs, and Alice should decimate them quickly. The second wave adds two pairs of anti-vehicle Hunters, super-heavy infantry who fire their deadly assault cannons from a distance. Keep your Warthogs away from them! Send Alice out to Spartan Slam them into submission.

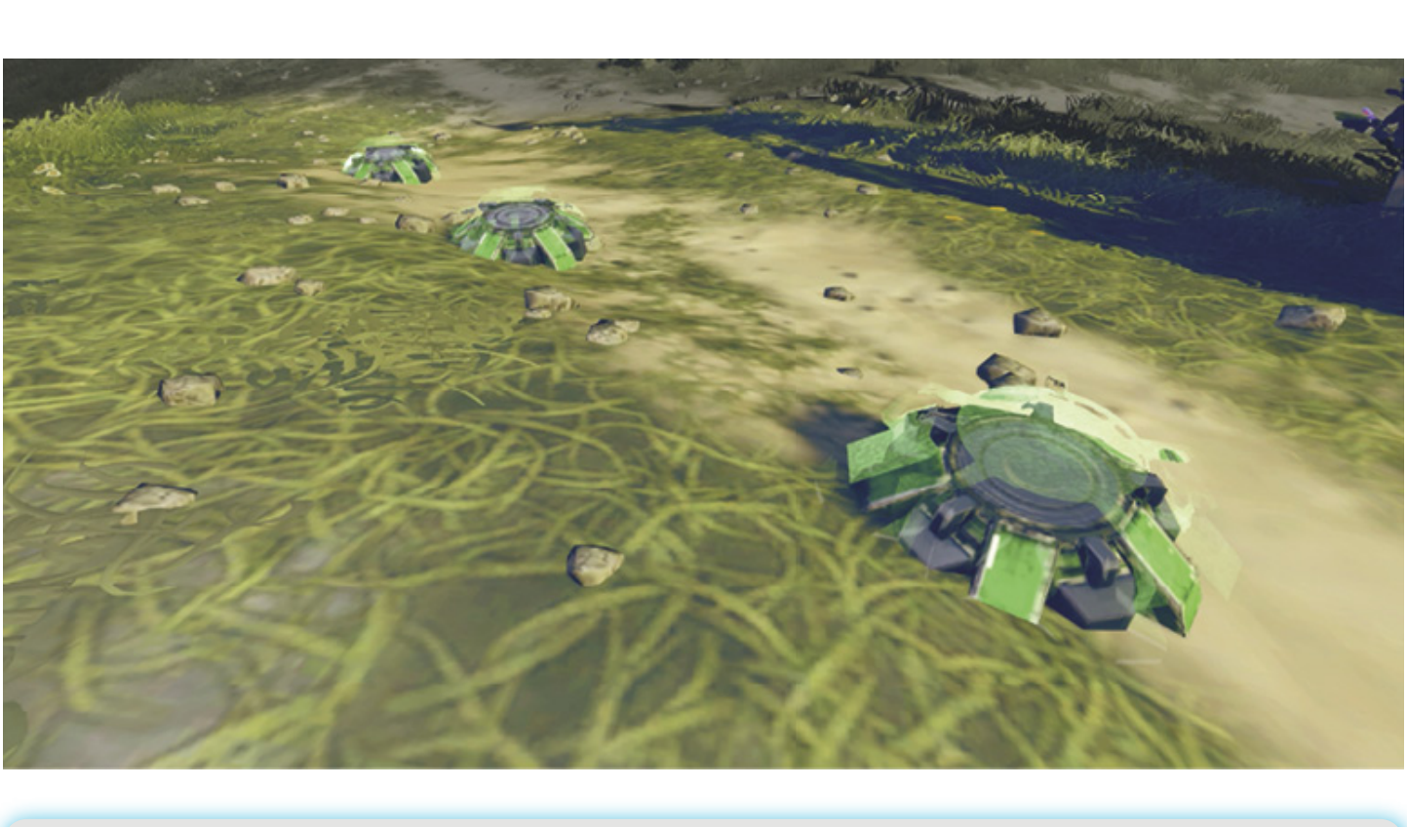
BONUS OBJECTIVE: KILL THREE UNITS WITH ARCHER MISSILES

BONUS OBJECTIVE: KILL THREE UNITS WITH LOTUS MINES

Narrow entryways clogged with enemy troops are perfect places to deploy Leader Powers like Archer Missiles and Lotus Mines.

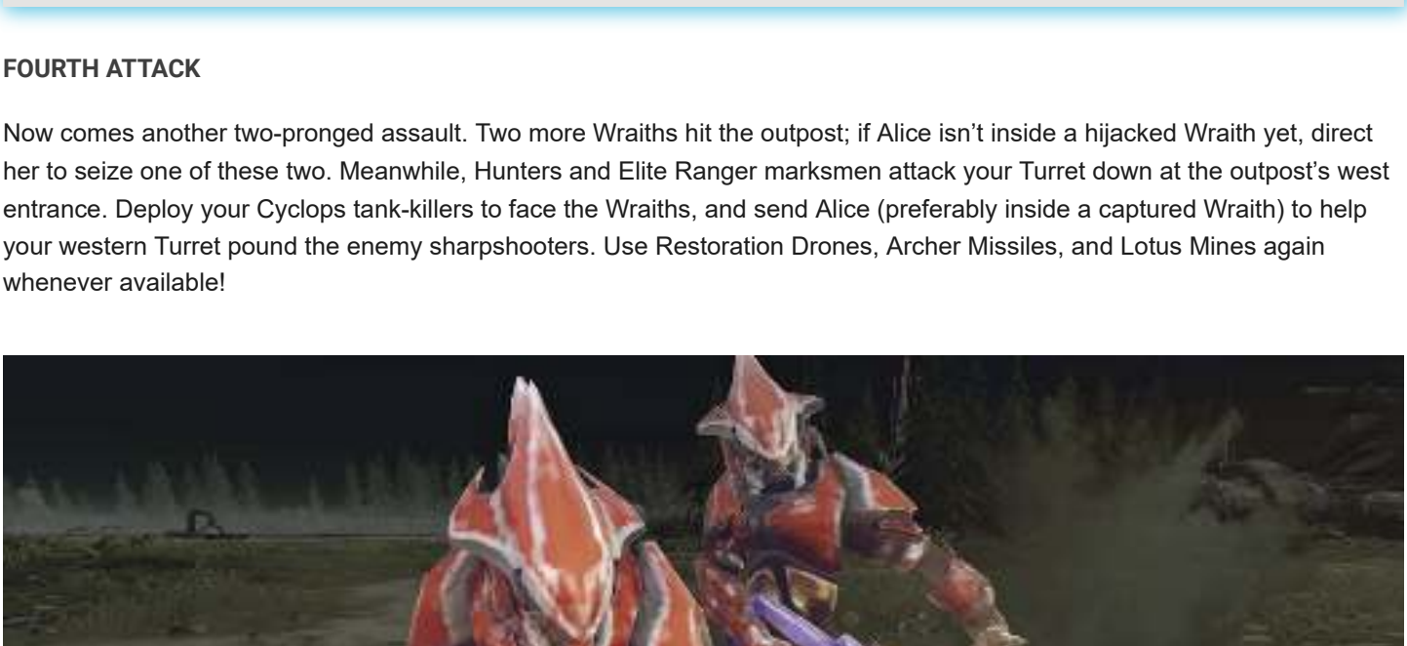
SECOND ATTACK

After a short pause, a column of 10 Grunt squads comes marching to one of the entrances. Call in an Archer Missile strike straight down the middle of them, then rush your Warthogs out to mop up any survivors of the barrage by using their Ram attacks. Bring the Warthogs back immediately after the road is clear, however, because the next attack will bring tanks that can decimate Warthogs!



THIRD ATTACK

The next assault is a two-pronged attack that features a platoon of five Ghosts rushing up one road while two Wraith tanks creep down another. First, summon your new Lotus Mines from the *Spirit of Fire*; plant the row of three charges in front of the thinly armored Ghosts to decimate them. Meanwhile, send Alice to hijack one of the Wraiths. Then push your Cyclops team out to punch through any surviving Ghosts. Keep your Warthogs away from both attacks if you can.

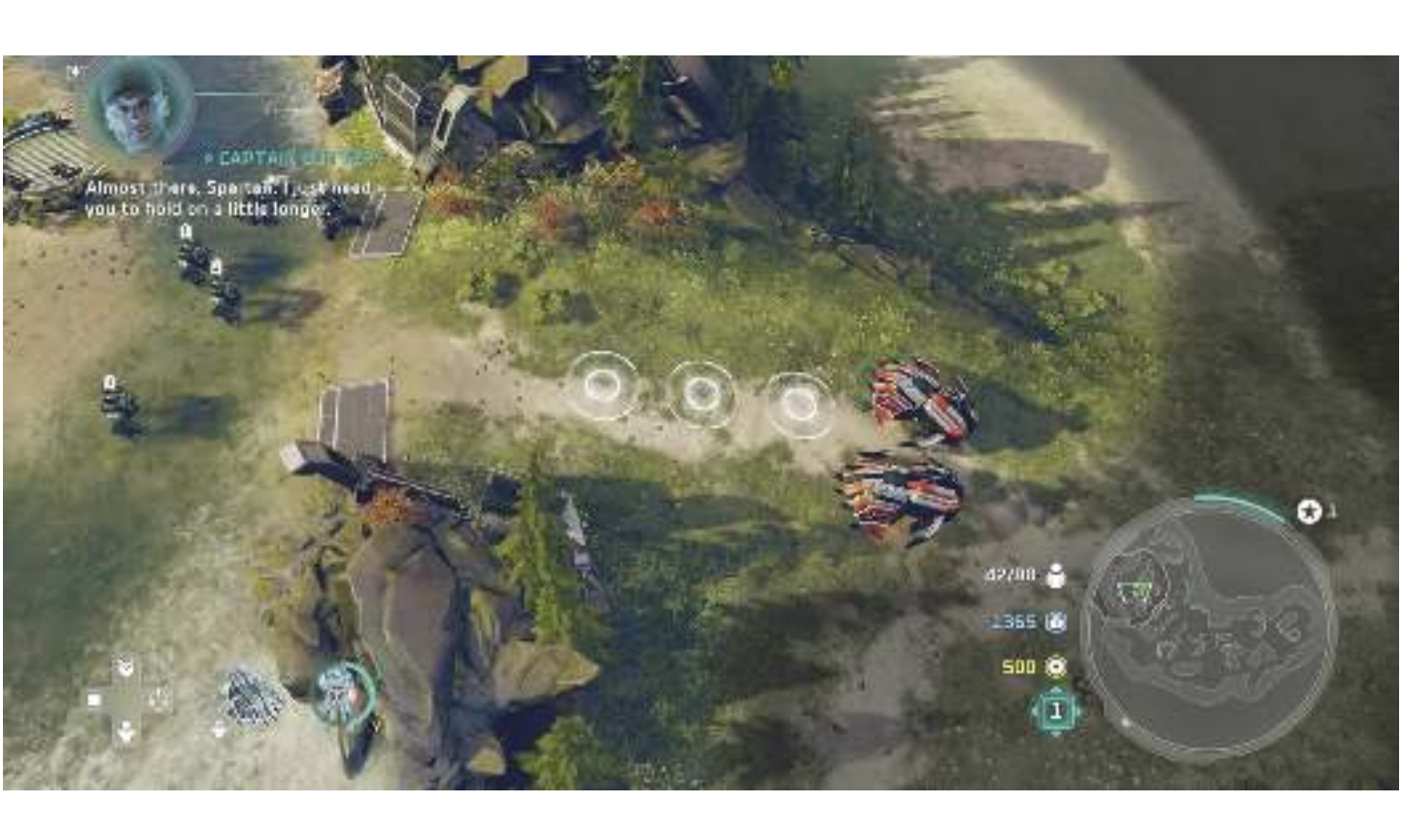


REBUILDING TURRETS

As a first line of defense beyond the enclosure on either side of the outpost, your two Turrets can buy you a lot of time but also take a lot of punishment. Send appropriate counter-units out to help your Turrets whenever you can, and if a Turret falls, build another one. But don’t waste Restoration Drones Power on Turret repair. Turrets cost only Supply to build, and you have more Supply available than Power. Save the Power for buying Leader Powers.

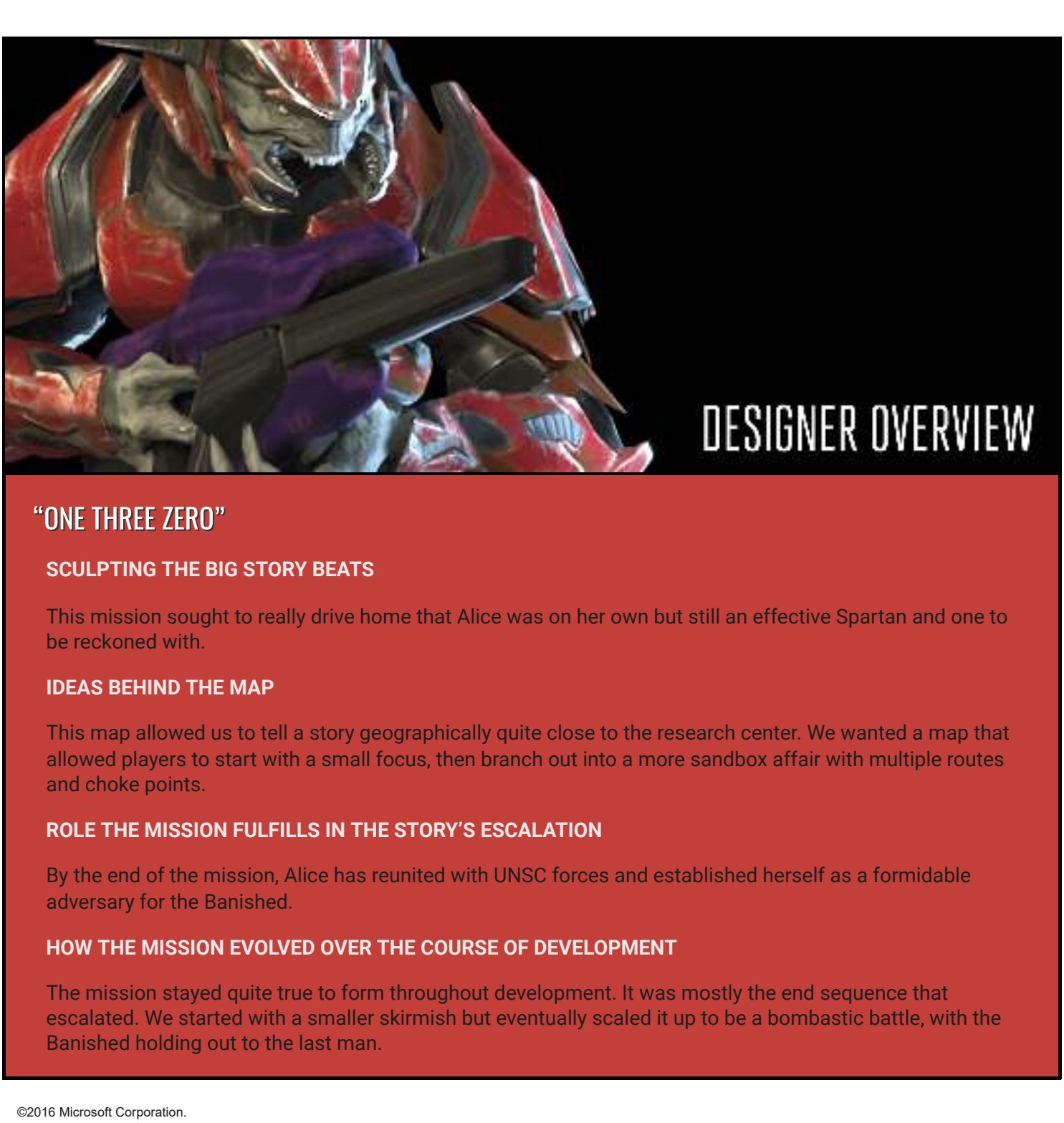
FOURTH ATTACK

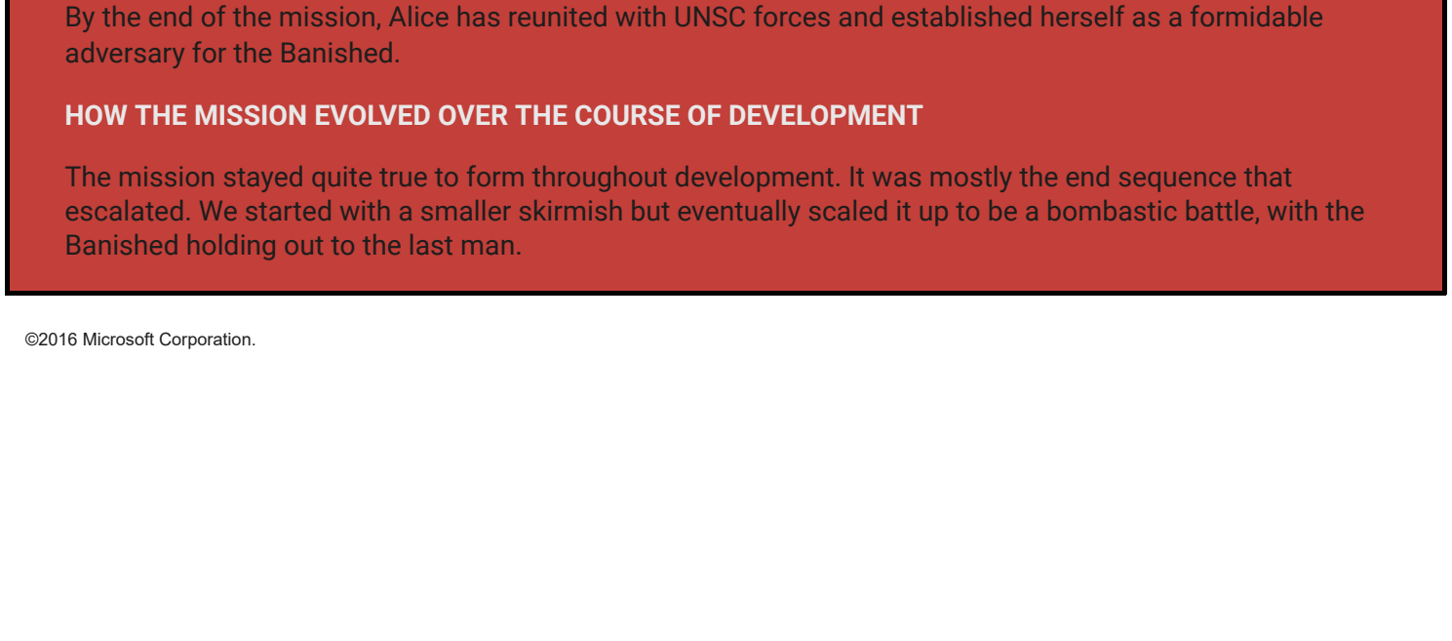
Now comes another two-pronged assault. Two more Wraiths hit the outpost; if Alice isn’t inside a hijacked Wraith yet, direct her to seize one of these two. Meanwhile, Hunters and Elite Ranger marksmen attack your Turret down at the outpost’s west entrance. Deploy your Cyclops tank-killers to face the Wraiths, and send Alice (preferably inside a captured Wraith) to help your western Turret pound the enemy sharpshooters. Use Restoration Drones, Archer Missiles, and Lotus Mines again whenever available!



FIFTH ATTACK

The last assault features the sudden appearance of numerous Jump Pack Brutes who come slamming into the heart of your outpost from multiple directions. Spread out your units to negate the Brutes’ area-of-effect jump damage, but stay out in front of the main building so that your garrisoned Hellbringers can open their flame nozzles on the brutish interlopers. You’re almost home free now, so hit them with everything you’ve got! When the last pair of Jump Pack Brutes falls, you’ve held the line and the Pelicans finally arrive to extract your team.


CAPTAIN CUTTER
Almost there, Spartan. I just need you to hold on a little longer.
42/80
1365
500
1



DESIGNER OVERVIEW

“ONE THREE ZERO”

SCULPTING THE BIG STORY BEATS

This mission sought to really drive home that Alice was on her own but still an effective Spartan and one to be reckoned with.

IDEAS BEHIND THE MAP

This map allowed us to tell a story geographically quite close to the research center. We wanted a map that allowed players to start with a small focus, then branch out into a more sandbox affair with multiple routes and choke points.

ROLE THE MISSION FULFILLS IN THE STORY’S ESCALATION

By the end of the mission, Alice has reunited with UNSC forces and established herself as a formidable adversary for the Banished.

HOW THE MISSION EVOLVED OVER THE COURSE OF DEVELOPMENT

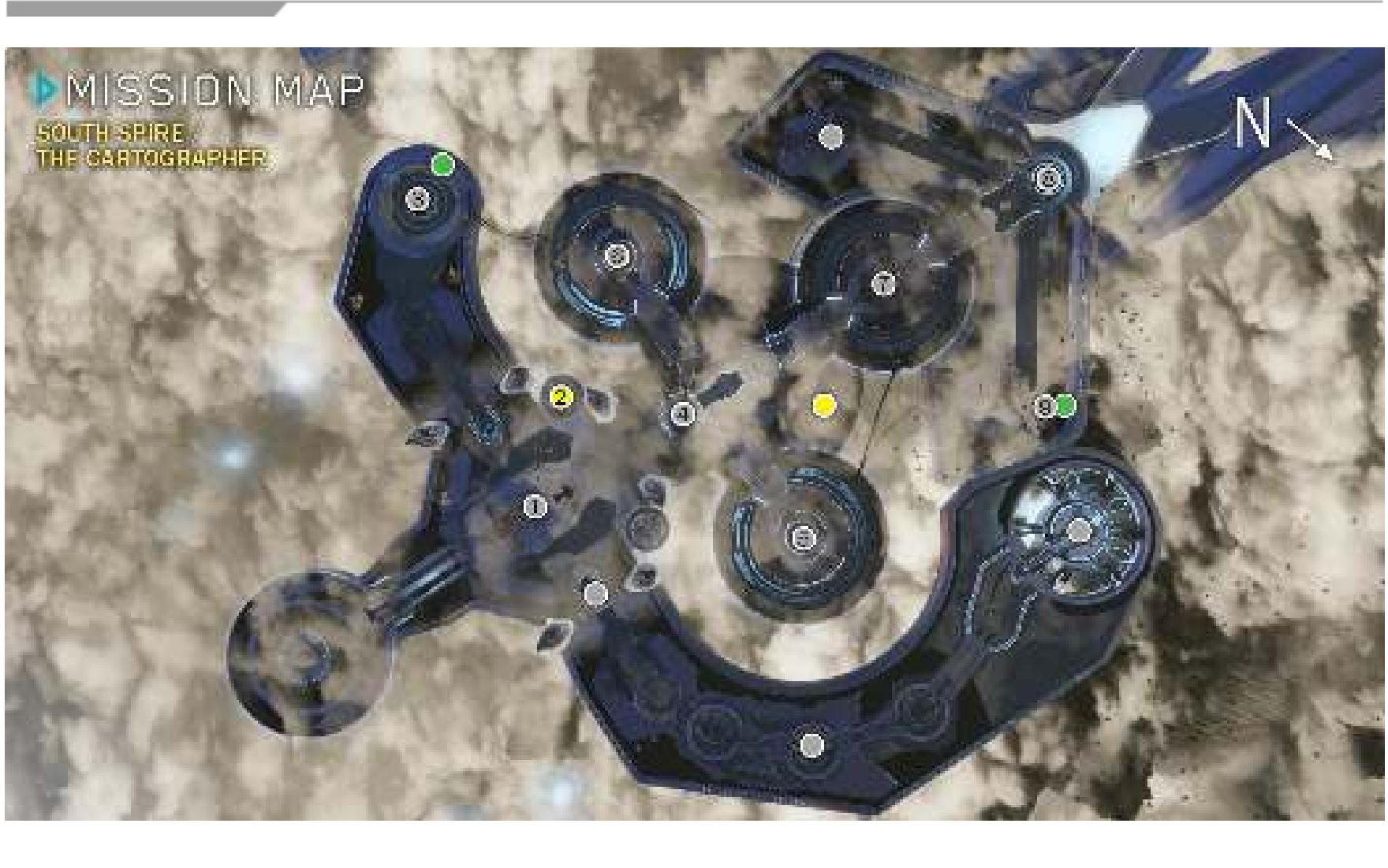
The mission stayed quite true to form throughout development. It was mostly the end sequence that escalated. We started with a smaller skirmish but eventually scaled it up to be a bombastic battle, with the Banished holding out to the last man.

Act I

Mission: The Cartographer

Your work in escorting Professor Anders to the Cartographer is not yet done. Impassable Forerunner energy shields block the route to the map room where control of the Ark's mysterious systems seems to reside. The Banished forces continue to pose a threat as well. And it appears that the Ark's Sentinel defenses, alien and frightening, have also been awakened. To counter them, Anders and Isabel have a "special project" ready for a test run.

MISSION WALKTHROUGH



MISSION SUMMARY

Protect Anders from Forerunner defenses to reach the Cartographer's map room.

SCOUTING REPORT

Wolverine anti-air vehicles are on standby to counter enemy air units.

OBJECTIVES

PRIMARY

- Gain access to the Cartographer map room
- Attack the Forerunner conduit
- Shut down the three power conduits
- Clear the path to the map room

OPTIONAL

- Destroy both minibases in the central chamber

BONUS

- Kill 30 enemy air units using Wolverines

PAR TIME

- 36:00

EXTRAS

SKULLS AVAILABLE: 1

PHOENIX LOGS: 2

MAP LEGEND

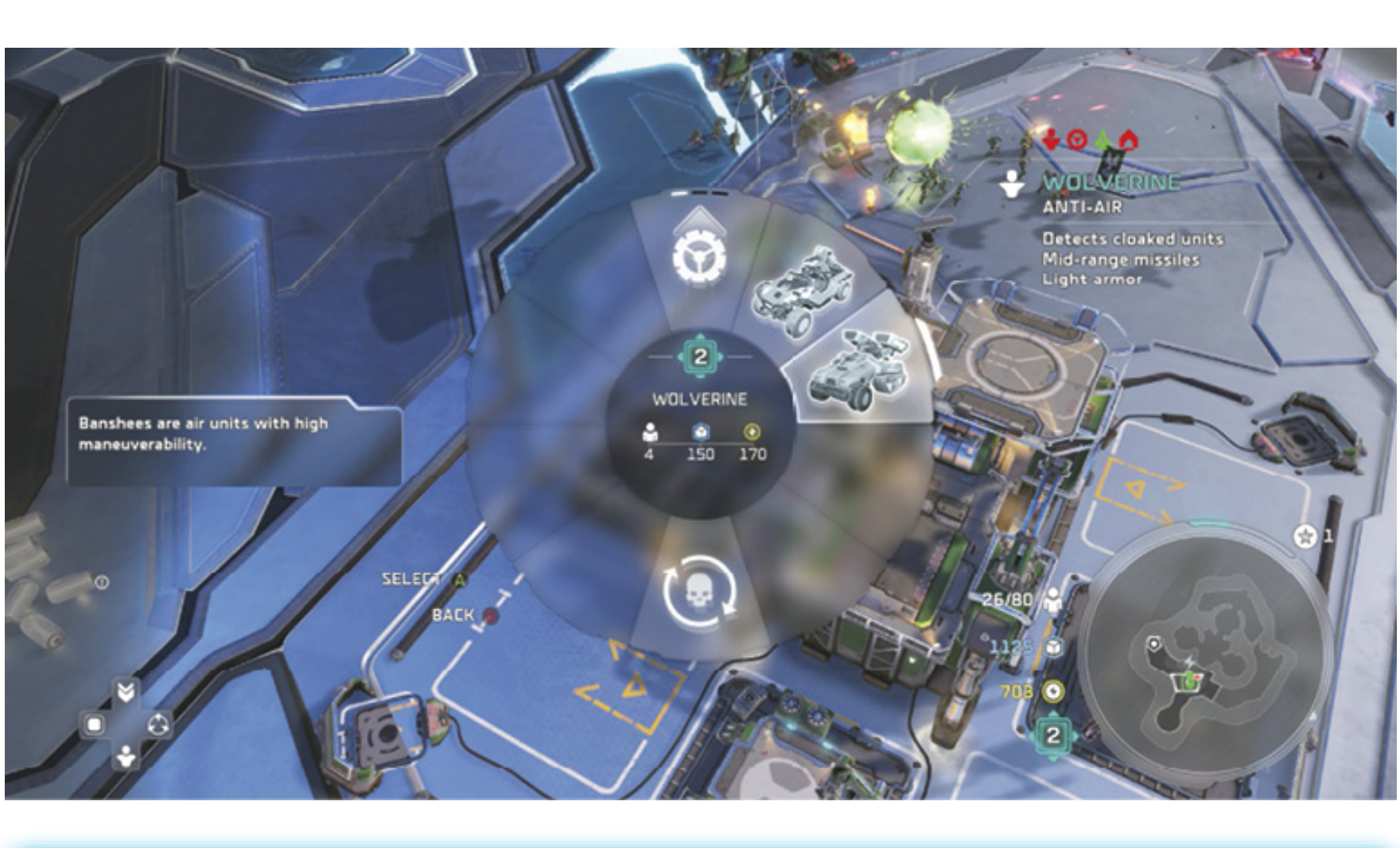
- ① Start (Command Center)
- ② Power Node
- ③ Conduit (opens access to consoles)
- ④ Central console
- ⑤ East conduit
- ⑥ West conduit
- ⑦ Main Banished base
- ⑧ North conduit
- ⑨ - ⑩ Banished minibases
- ⑪ Energy shields
- ⑫ Sentinel corridor
- ⑬ Map room
- ● Phoenix log
- ● Power Node

This mission introduces you to a pair of important new units. A squadron of Banshees, the agile workhorses of the Banished air fleet, starts hitting your seven-socket Command Center ① with its fuel-rod cannons. In response, Captain Cutter delivers a new tactical anti-air vehicle known as the Wolverine. You also gain the ability to produce Wolverines from your Garage.

▸ Primary Objective: Gain Access to the Cartographer Map Room

BUILD A BASE

Your main goal is to explore the large power signatures that Anders detected coming from the central chamber nearby. But first, spend a few critical moments base-building. Get your Supply and Power inflows going full bore, and drop in Turrets on the two front slots so you're ready to fend off raids. (Later, when your income increases a bit, you can upgrade them to Anti-Air Turrets.) Send your strike force across the base platform to capture the nearby Power Node ② to boost Power inflow, and explore the immediate area for pickups. Then start cranking out more of your new anti-air unit. Banshee raiders swoop in regularly, so you want four or five Wolverines as soon as possible.

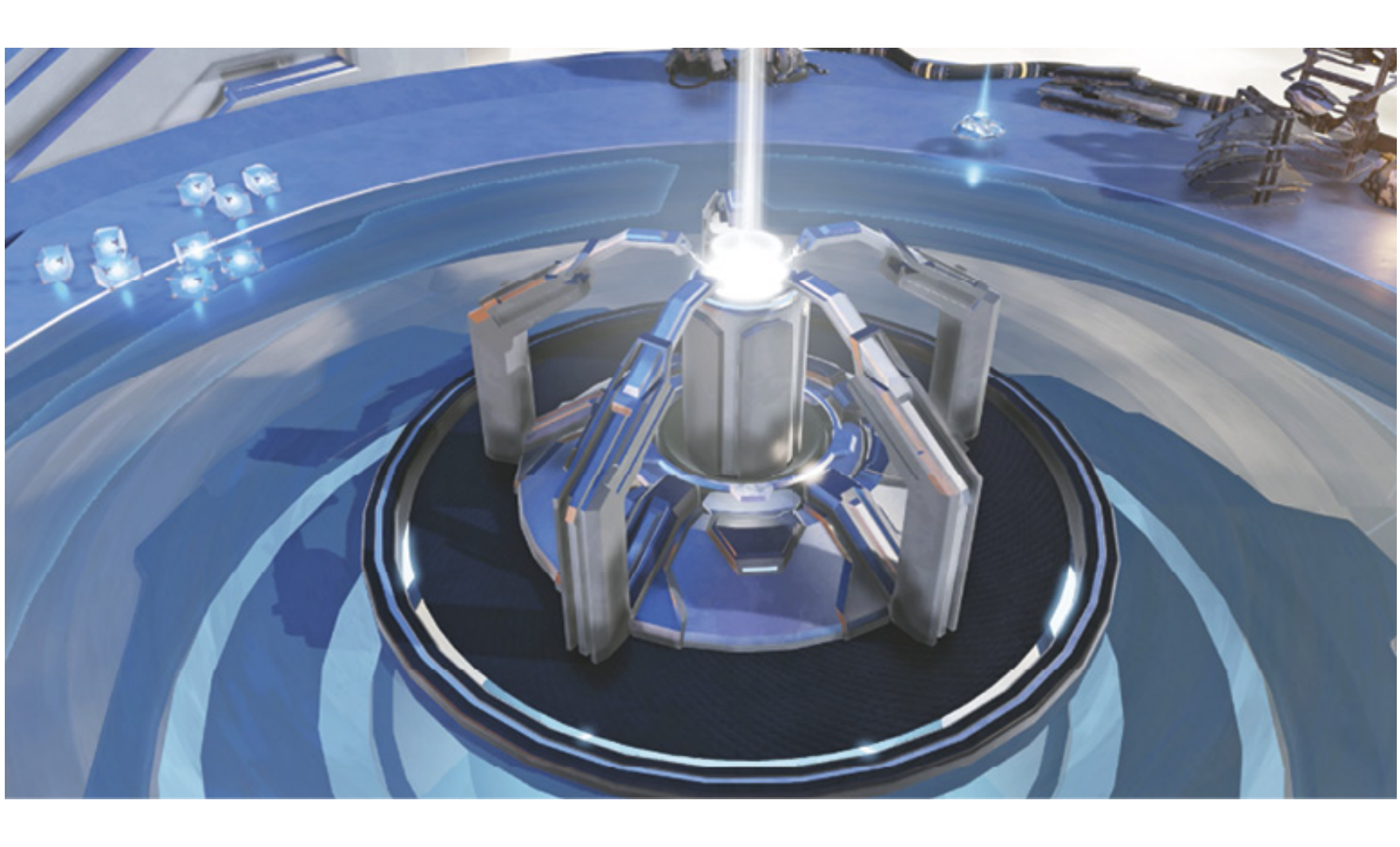


BONUS OBJECTIVE: KILL 30 ENEMY AIR UNITS USING WOLVERINES

This objective is self-explanatory. The Wolverine's advanced Multiple Launch Rocket System (MLRS) can tear great gaping holes in Banshee squadrons with alacrity. But keep in mind that in the rock-paper-scissors triangle, air power trumps vehicles. Don't push your Wolverines into the front rank against Banshee raiders. Park them behind your Spartan or a shield of Marines. Infantry units have anti-air capability too, so this mixed grouping is deadly to enemy flyers.

Wolverines aren't particularly strong against enemy vehicles either, so you can also tuck them underneath a Hornet umbrella. (You don't have an Airpad available for this mission, however.)

Once you've filled your Population cap with Marines, Wolverines, and a few Cyclops to counter enemy armor, create a strong strike force with a good mix of units. Then hotkey the group, including Jerome-092 as leader, and send it up the slope to the south, following the objective arrow. You discover a large Forerunner conduit ③ that powers one of the energy shields.



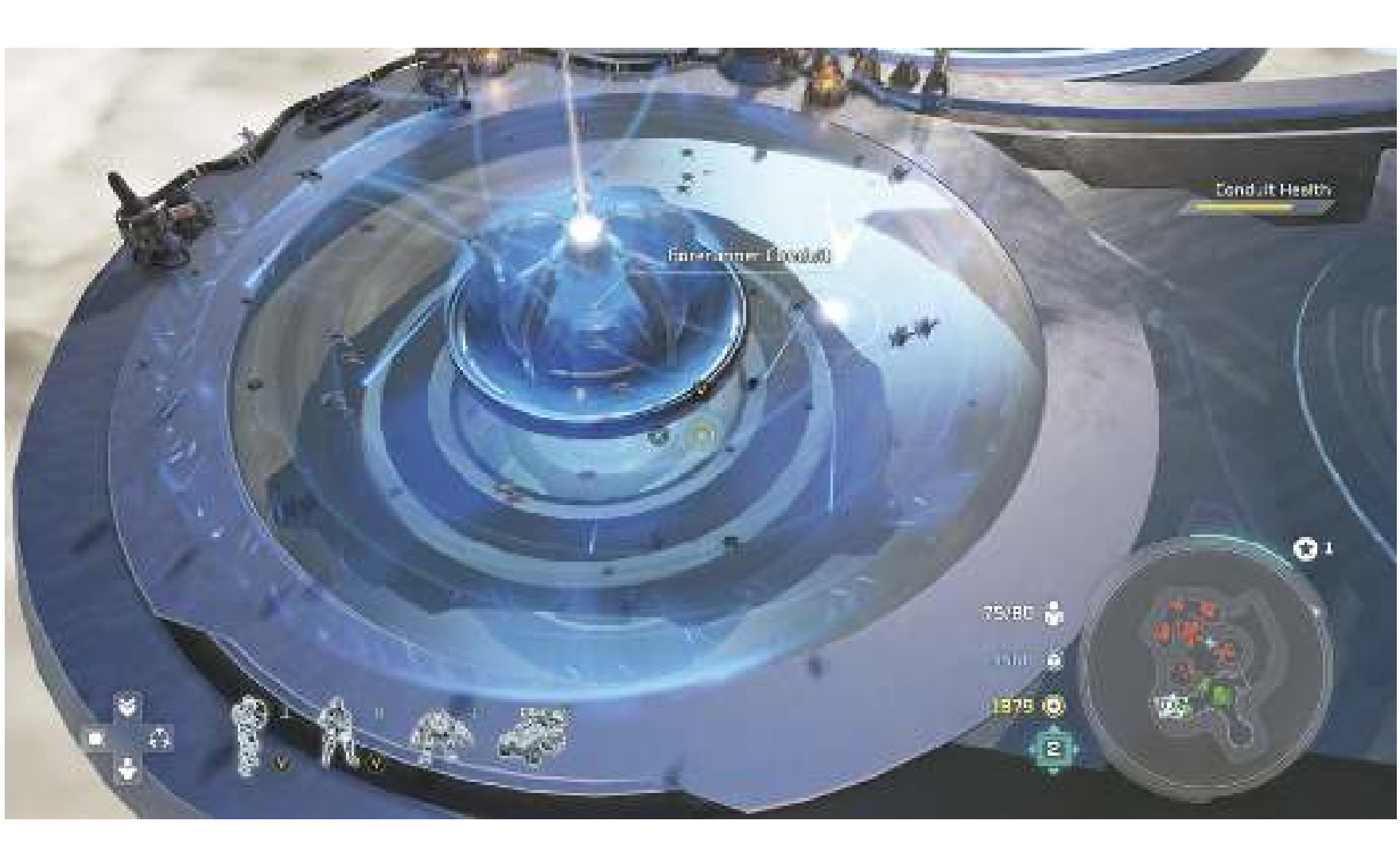
▸ Primary Objective: Attack the Forerunner Conduit

The platform is lightly defended by Banshees and a few Grunts. Quickly clear the area around the conduit, snag the Phoenix log behind the structure, and then array your force on the downhill side—you need a clear path of retreat. Select the full group and open fire on the conduit. You can see the conduit's health bar dropping in the upper right corner of the screen.

"SENTINEL SWARM IMMINENT"

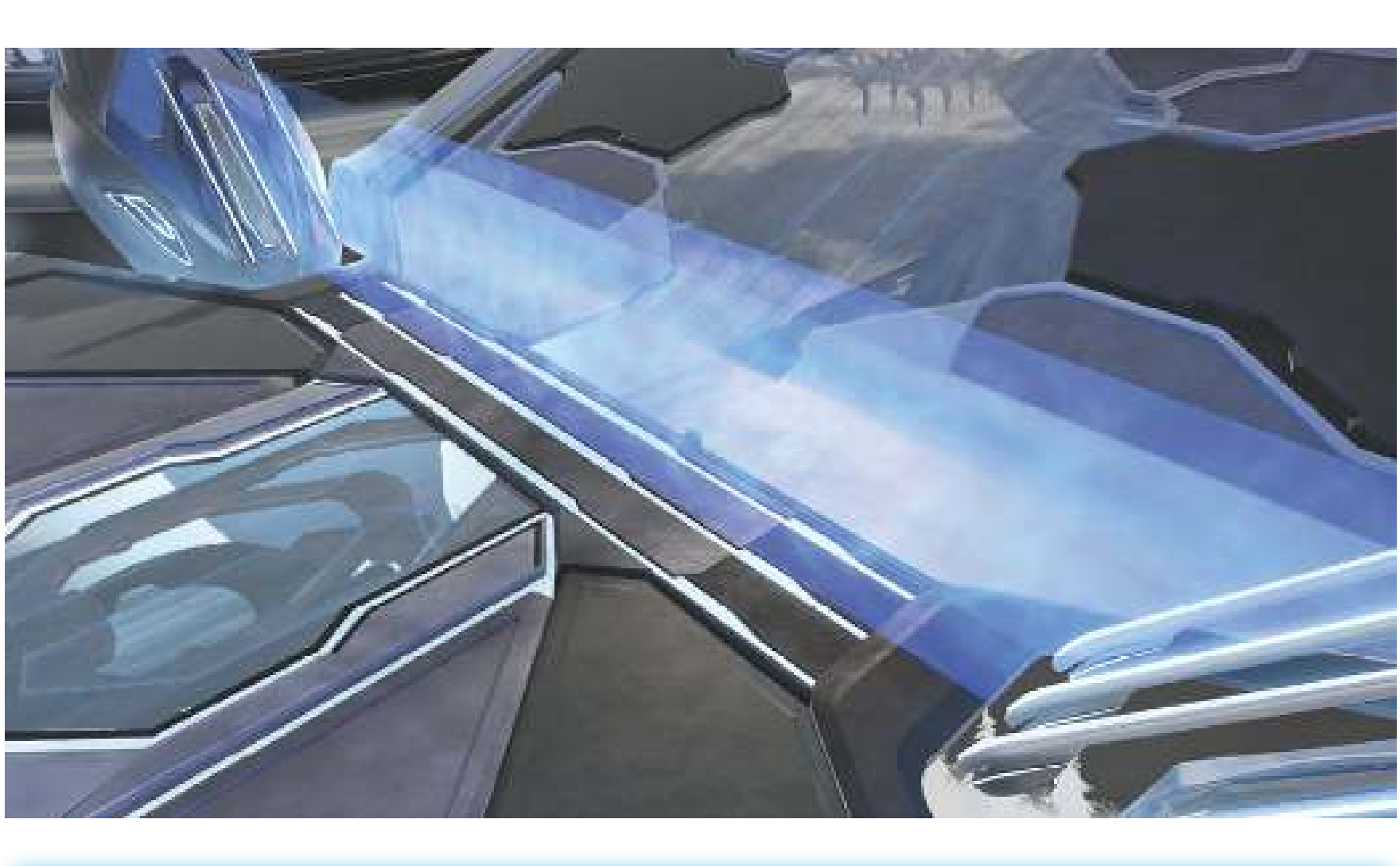
Whenever your troops open fire on a Forerunner conduit, keep an eye on the upper right corner of the screen above the conduit health bars. When a Sentinel swarm is on the way, you see a countdown timer that shows how long you have to get clear of the conduit's danger radius. Listen for Anders' warning as well. Don't get caught in the swarm!

But soon the Ark starts pulsing…and Anders reports Sentinels on the way. Send all units running as a nasty swarm starts buzzing around the conduit and a blue shield dome forms. To counter this action, Anders and Isabel unleash their "special project"—an EMP blast that disrupts the Sentinels' command network. The swarm and the shield dome dissipate.



Quickly, back to the attack! Hit it with every gun in your strike force. When the conduit's health drops to almost zero, Anders reports the Sentinels are returning. Hustle everyone away again. Here you learn that the *Spirit of Fire*'s big MAC gun is now equipped with EMP blasts. Open the Leader Power radial, select MAC Blast, move the white targeting circle over the conduit, and fire. Now you can finish the job.

When the conduit retracts, the energy shield to the central chamber opens. Watch as Professor Anders runs to the central console ④ and learns that three more Forerunner conduits on the Cartographer platform are powering the blue triple-shield ⑪ blocking access to the map room.



BUY UPGRADES

When your resource bank builds up and your Population hits its cap of 80, go ahead and spend on upgrades. Upgrade your Supply Pads to Heavy Supply Pads and Generators to Advanced Generators. Give your Marines the Grenade Throw special ability at your Command Center. Buy the unit upgrades at your Garage and Barracks. Then add an Armory and buy the Advanced Logistics upgrade to speed up troop production.

▸ Primary Objective: Shut Down the Three Power Conduits

Again, the shield blocking the route to the map room is actually *three* shields. The three conduits that power these shields are located on platforms to the west, east, and north. The northern conduit sits behind a massive, well-defended Banished base, so save that one for last, when you may have more veteran troops for the assault.

EAST CONDUIT

Send your full army (minus two or three Wolverines for base air defense) down the ramp from your base to the center circle ④, then turn right and climb the ramp toward the conduit ⑤. Put Jerome-092 in the lead with three to four Cyclops right behind. The first thing you encounter is a Wraith sitting at the top with a Ghost on either side. Hijack the Wraith with your Spartan while you engage the Ghosts with your Cyclops team. Then rush up the rest of your army, letting your Wolverines lay waste to the few Banshees in the sky here.

Once the platform is secure, repeat the process you used on the first conduit—attack, run away when the Sentinels gear up to arrive, hit the dome with your MAC Blast to dissipate the swarm, then attack again. Repeat until the conduit shuts down and the first of the three map room shields dissolves.

WEST CONDUIT

Send your strike force straight across the center circle and up the west ramp where another small Banished force that includes a pair of Wraiths guards the conduit ⑥. Wipe them out and repeat the "attack, run, MAC Blast, attack again" cycle until the conduit shuts down.

KILL THE MINIBASES BEFORE THE LAST CONDUIT

Knocking out the last Forerunner conduit unleashes waves of Forerunner attacks on your base. If you want to tackle the optional objective, we suggest you do so before you shut down the last conduit so you can send your full force back to your base.

NORTH CONDUIT

The first two were easy, but reaching the last conduit is much tougher. A huge, shielded Banished base ⑦, guarded by a Turret and a flight of Banshees, sits at the top of the north ramp. Let your Wolverines take out the flyers while your force hammers on the shield dome. (This is a good place to call in an Archer Missiles strike.) When the shield finally goes down, take out the Turret and Shield Generator first, then turn all guns on the main HQ building. When it's destroyed, all other base structures collapse.

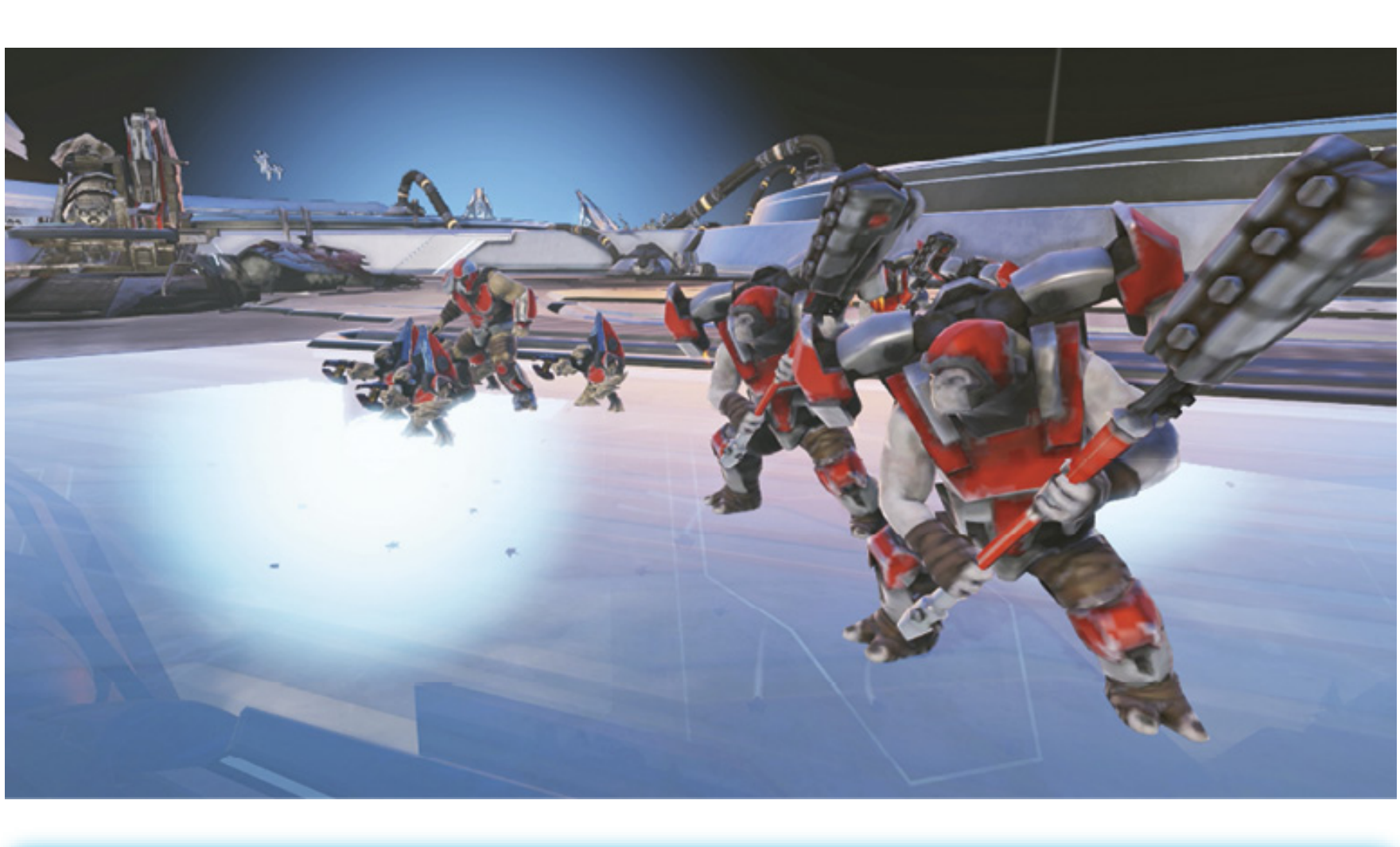
Use Restoration Drones to heal up damaged units, then head north down the back ramp. Eliminate the Wraith (or hijack it), then use your Wolverines to take out the four pesky Engineers floating above the conduit ⑧. When the area is clear, repeat your conduit-busting process once again until it shuts down and the last map room shield dissipates.

PROTECT YOUR BASE FROM PROTECTOR SENTINELS!

When the last of the three shields ⑪ leading to the map room goes down, the Ark starts sending squadrons of Protector Sentinels to attack your base. These flying drones are armed with energy beams that can take down your base structures quickly. Before you shut down the last Forerunner conduit, make sure your base has four good Anti-Air Turrets in place, plus at least four or five Wolverines ready to defend it.

▸ Optional Objective: Destroy Both Minibases in the Central Chamber. Completion Earns a Skull!

You can pick up optional mission points by heading down both wings of the northern platform to seek and destroy a Banished minibase in each wing. Head east (right) to find an installation ⑨ with a small defense crew that includes Banshees and some formidable Jump Pack Brutes. Jerome and your strike force can handle them easily. Destroy the base, and put in your own minibase if you want. Then head down the other wing to find a similar Banished minibase ⑩ and take it out.



LOG DROP

When you destroy the easternmost Banished minibase ⑨, a Phoenix log spawns on the ground next to the base plot. Scoop it up!

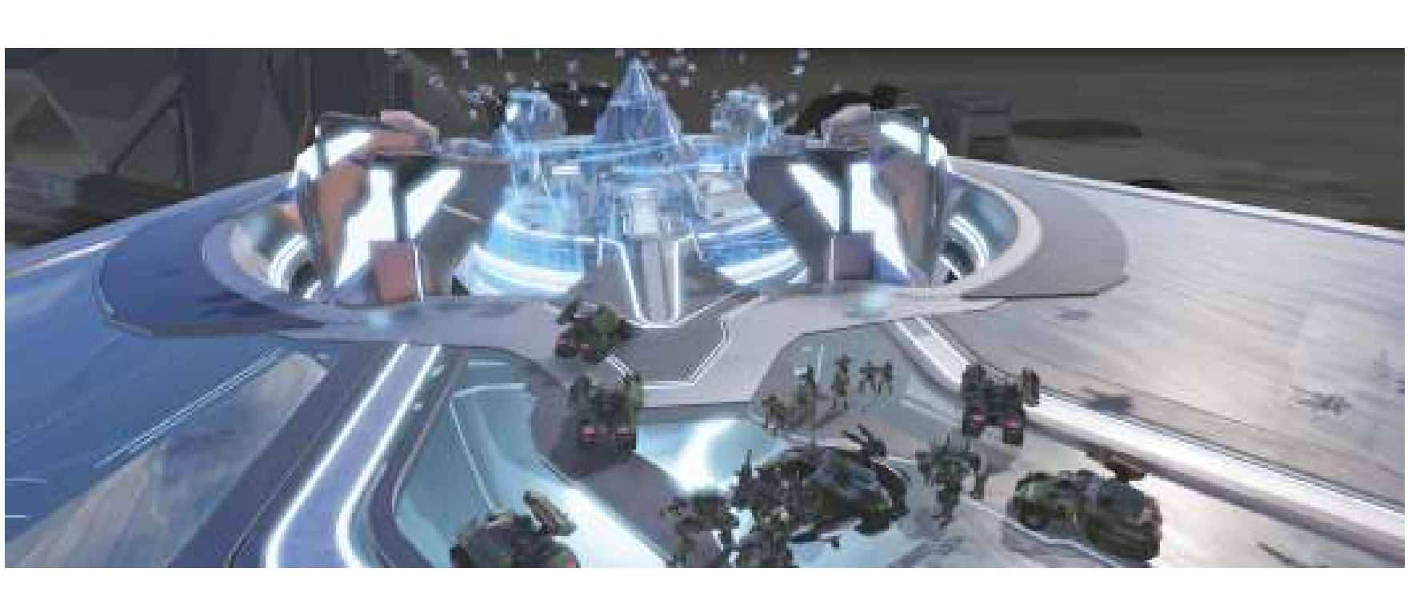
▸ Primary Objective: Clear the Path to the Map Room

Now comes another stout task. You must fight your way down a long corridor ⑫ through three buzzing streams of Sentinels flowing across the route. Make sure your force has a sizable contingent of Wolverines before you try this. Flights of Protector Sentinels emerge from each stream to attack your force as you approach. When you destroy all the Protector Sentinels that emerge, the stream of smaller Sentinels disappears, and you can move farther down the corridor to the next stream.

KEEP CHECKING YOUR BASE

Regular flights of four Protector Sentinels will continue to raid your main base periodically, so check back when you hear the reports. Replace any Wolverines or Turrets that you lose to these attacks.

After you take out the third flight of Protector Sentinels, you have a clear path to the map room ⑬ at the end of the corridor. Two last drones try to stop you, but your Wolverines make short work of them. Hit the Sentinel swarm around the map room with a MAC Blast to successfully complete the mission. Anders gets a panoramic view of the Ark: its weapon systems, environmental controls, bio-resource libraries…and the portal network.



DESIGNER OVERVIEW

"THE CARTOGRAPHER"

SCULPTING THE BIG STORY BEATS

This mission allowed players to see the Cartographer control room and also discover the key strategic advantage that the Banished have on the Ark. We also begin brewing the idea that the Banished forces here are too strong and won't be overcome with what the UNSC have. This plants a small seed that the UNSC may need to seek help (which comes later).

IDEAS BEHIND THE MAP

This mission was key to introducing the Sentinels in earnest, seeing how they're more prolific in numbers, and having the player understand the destructive impact of their attacks. We wanted this area (given how key it was to the Ark) to be swarming with Sentinel activity.

ROLE THE MISSION FULFILLS IN THE STORY'S ESCALATION

"The Cartographer" allowed us to finally reach the map control room and learn about the Banished presence on the Ark. We also discover how they use portals, giving the UNSC a new strategic purpose. The information also highlights the presence of the Banished carrier, the Enduring Conviction.

HOW THE MISSION EVOLVED OVER THE COURSE OF DEVELOPMENT

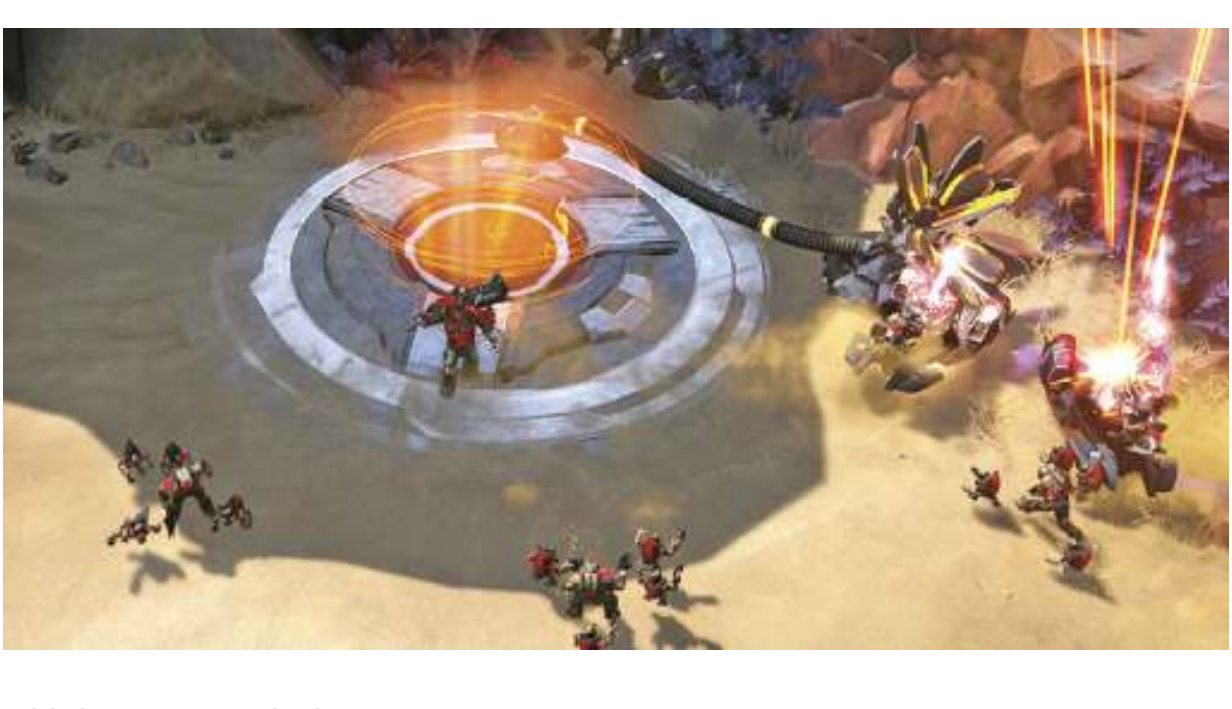
The mission initially had no base and was focused on a small group of units. We felt it needed more impact since the previous mission had a substantial area with no base. This meant we got a base on the ground quickly and focused more on sandbox play. We started with a mechanic where you hid from the Sentinel

Act II

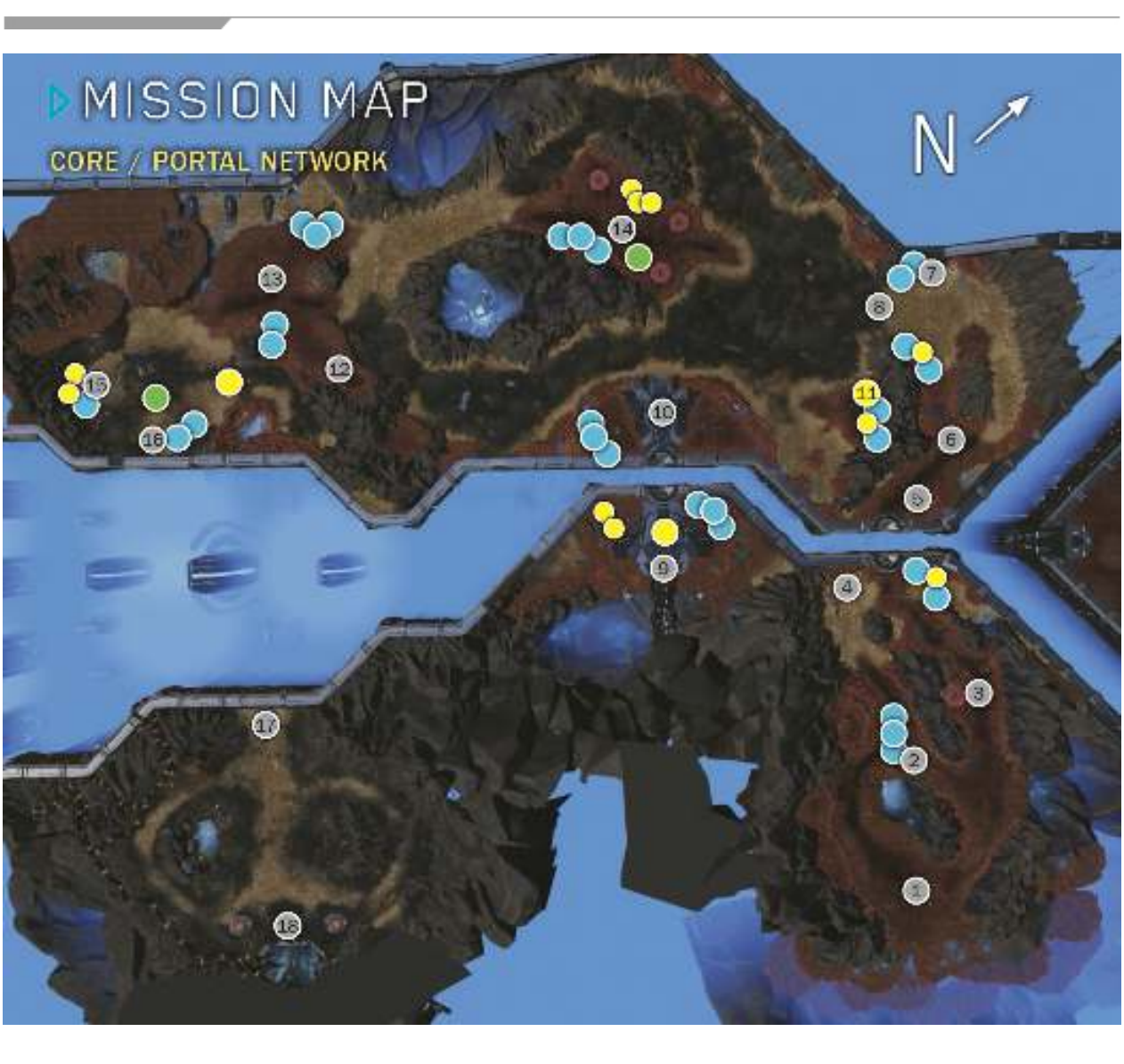
Mission: Lights Out

In the Cartographer's map room, Professor Anders learns that Atriox has hacked into the Ark's expansive network of portals and is using them to zap his troops almost instantaneously around the massive Forerunner installation. A nearby Control Node serves as the router networking all the Banished hacking devices on this arm of the Ark. The next UNSC move is clear: wrest control of local portals from the Banished, and use them to find and destroy the Banished Control Node. If that effort succeeds, many of Atriox's units will end up stranded. You can be sure Decimus will not be pleased…

DECIMUS
AI Agent Mission 1 Activated



MISSION WALKTHROUGH



MISSION SUMMARY

Cripple the Banished's portal network.

SCOUTING REPORT

Portals can be used to travel across the battlefield when no longer under Banished control.

OBJECTIVES

PRIMARY

- Locate and destroy the four Banished teleporter hacking devices
- Cross the chasm
- Destroy the Banished Control Node
- Defeat Decimus

OPTIONAL

- Rescue all 10 squads of UNSC prisoners
- Destroy all four Banished devices before reinforcements arrive
- Take out the Reavers without suffering Hornet casualties
- Claim all four base expansions

BONUS

- Complete the mission with all 10 squads of prisoners freed and alive
- Don't let any units get destroyed in the capital ship bombardment zone

PAR TIME

- 60:00

EXTRAS

SKULLS AVAILABLE: 1

PHOENIX LOGS: 2

MAP LEGEND

① Start
② Wraith (Douglas returns)
③ Prison dome
④ Portal to ⑤
⑤ Portal to ④
⑥ Reaver ambush!
⑦ Portal to ⑨ / Base site
⑧ Begin bombardment zone
⑨ Portal to ⑦
⑩ Portal to ⑫ / Minibases site
⑪ Power Node
⑫ Portal to ⑩
⑬ Base site
⑭ Prison compound
⑮ Portal hacking device
⑯ Portal to ⑰
⑰ Portal to ⑯
⑱ Banished Control Node / Decimus
● Phoenix log
● Supply silo
● Power Node
● Power silo

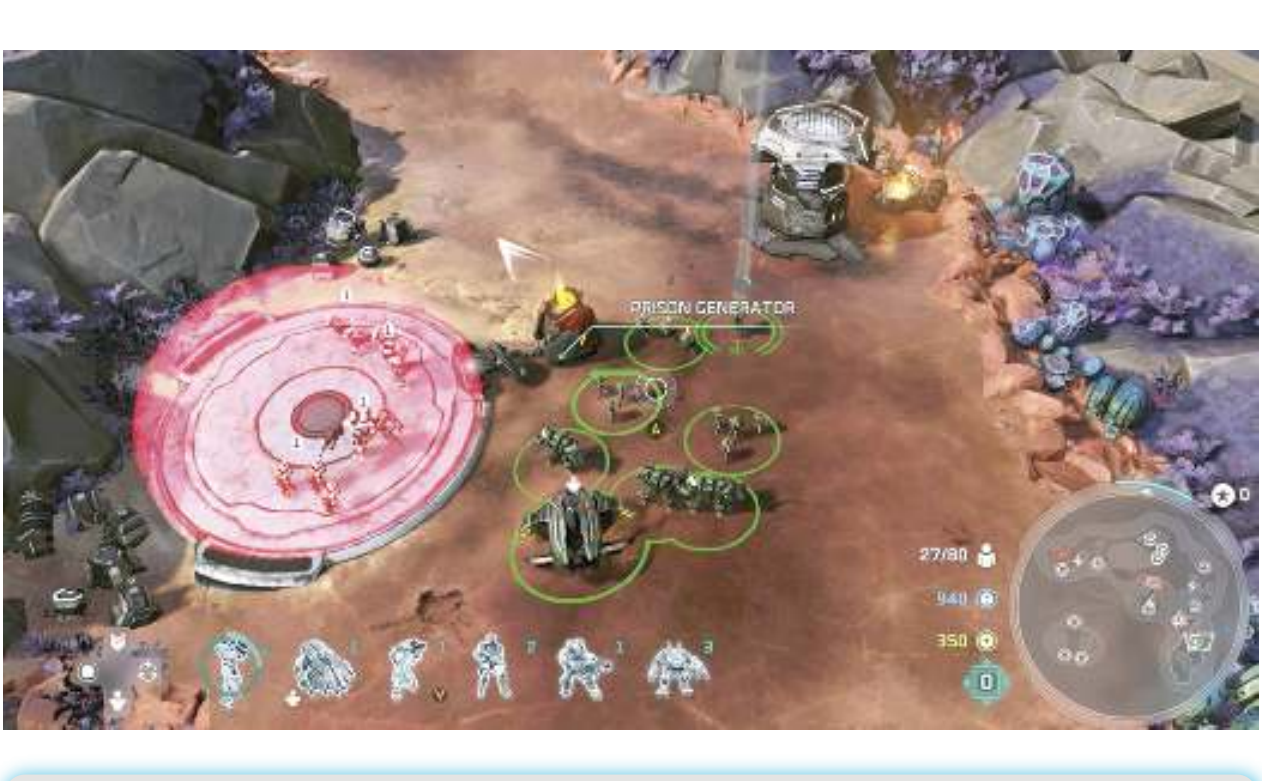
‣ Primary Objective: Locate and Destroy the Four Banished Teleporter Hacking Devices

You start with your Spartan leader, Jerome-092, and a mixed infantry squad on artificial amber terrain ① in a strange, alien landscape. Follow the path until you encounter a Banished squad with a Wraith tank ②. Suddenly, Douglas makes a dramatic return to Spartan Red Team with a leaping hijack of the Wraith. Your squad just got a lot tougher. Smash three Banished Supply silos and scoop up the fallout.

‣ Optional Objective: Rescue All 10 Squads of UNSC Prisoners

DEACTIVATE THE FIRST PRISON DOME

Here you have two directions from which to choose. We suggest you head uphill to the right, even though Isabel warns that this way is heavily guarded. But you've got two Spartans now, so blast your way past the Turret and a pair of Ghosts to the red prison dome ③. Destroy the Prison Generator to liberate the first four squads of prisoners—two Hellbringers and two Cyclops units.



BONUS OBJECTIVE: COMPLETE THE MISSION WITH ALL 10 SQUADS OF PRISONERS FREED AND ALIVE

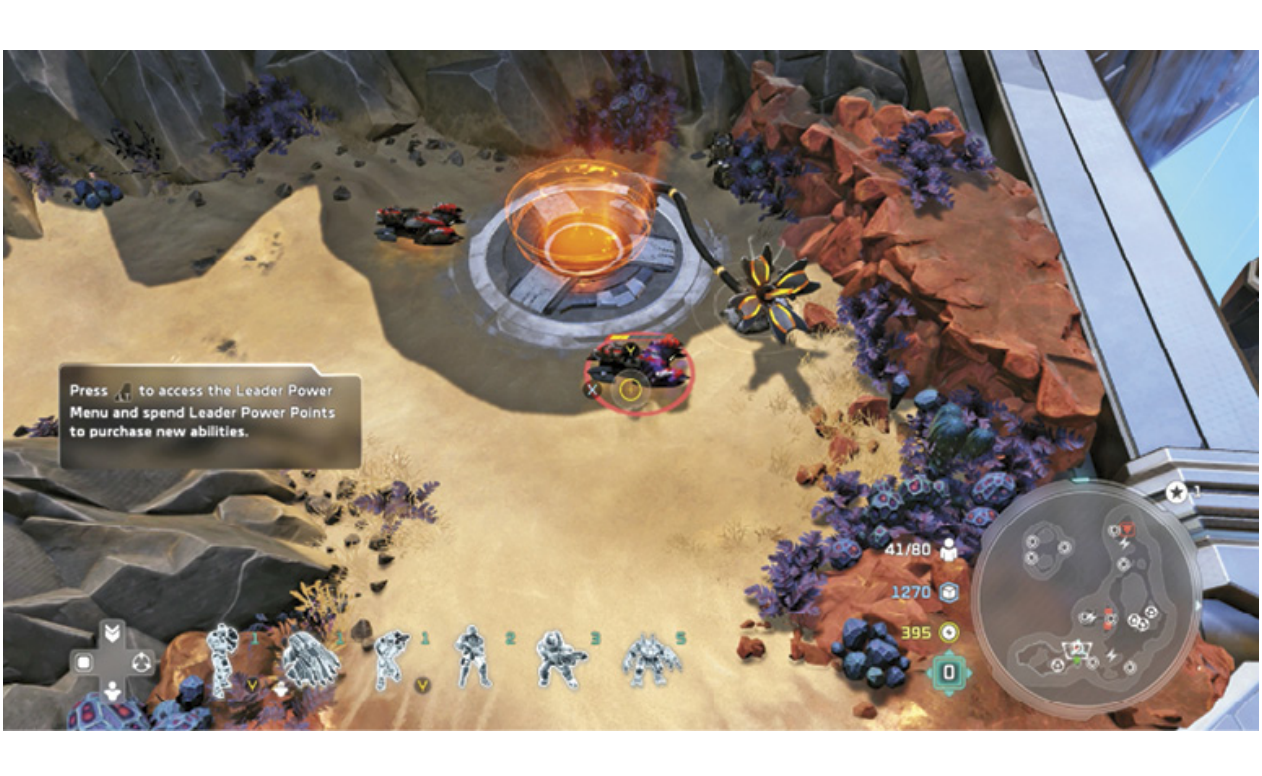
This is a tricky bonus, not easy to complete. You can simply leave prisoners behind after you liberate them, so they avoid combat. But that reduces the number of troops available to deploy in battle, because the freed prisoners don't count against your Population cap.

Your best bet is to create a hotkey control group that includes all the former prisoners. As you navigate through the level, keep your Spartans and all other units out front, then direct the ex-prisoner group to remain in the rear. They can jump into the fray when you encounter foes, but you can group-select them instantly and pull them back if things get too hot.

‣ Optional Objective: Destroy All Four Banished Devices Before Reinforcements Arrive

DESTROY THE FIRST PORTAL HACKING DEVICE

After the prisoners are free, proceed down the slope until you spot the Banished hacking device ④ next to the glowing portal. Two Ghosts guard the portal, but ignore them and concentrate all your firepower on the hacking device so you destroy it quickly, before Banished reinforcements pop out of the portal. When the device explodes, wipe out the Ghosts. If you can repeat this feat at the other three hacking devices you encounter up ahead, you complete an optional objective.



Press to access the Leader Power Menu and spend Leader Power Points to purchase new abilities.

‣ Primary Objective: Cross the Chasm

Plates of the amber terrain have separated, creating a large chasm ahead. But the portal is now blue and friendly, so you can use it to zap to another section. Before you go, loot the nearby silos for pickups if you haven't already done so, then group-select your full strike force and click on the portal to send everyone through to the next portal ⑤. You end up across the chasm.

‣ Optional Objective: Take Out the Reavers without Suffering Hornet Casualties

Push your force forward with Spartans in the lead until you trigger a quick cutscene: two Banished anti-air units called Reavers suddenly leap across a smaller chasm to ambush your force ⑥. It's a foolish ambush, because you have no air units yet and your Cyclops units can rip them apart easily. Once the Reavers go down, Cutter is confident enough to send down a Hornet squadron. Be wary of Reavers ahead, because if you keep your Hornets intact, you pick up more mission points in this optional objective.

TIPS FROM THE TESTERS

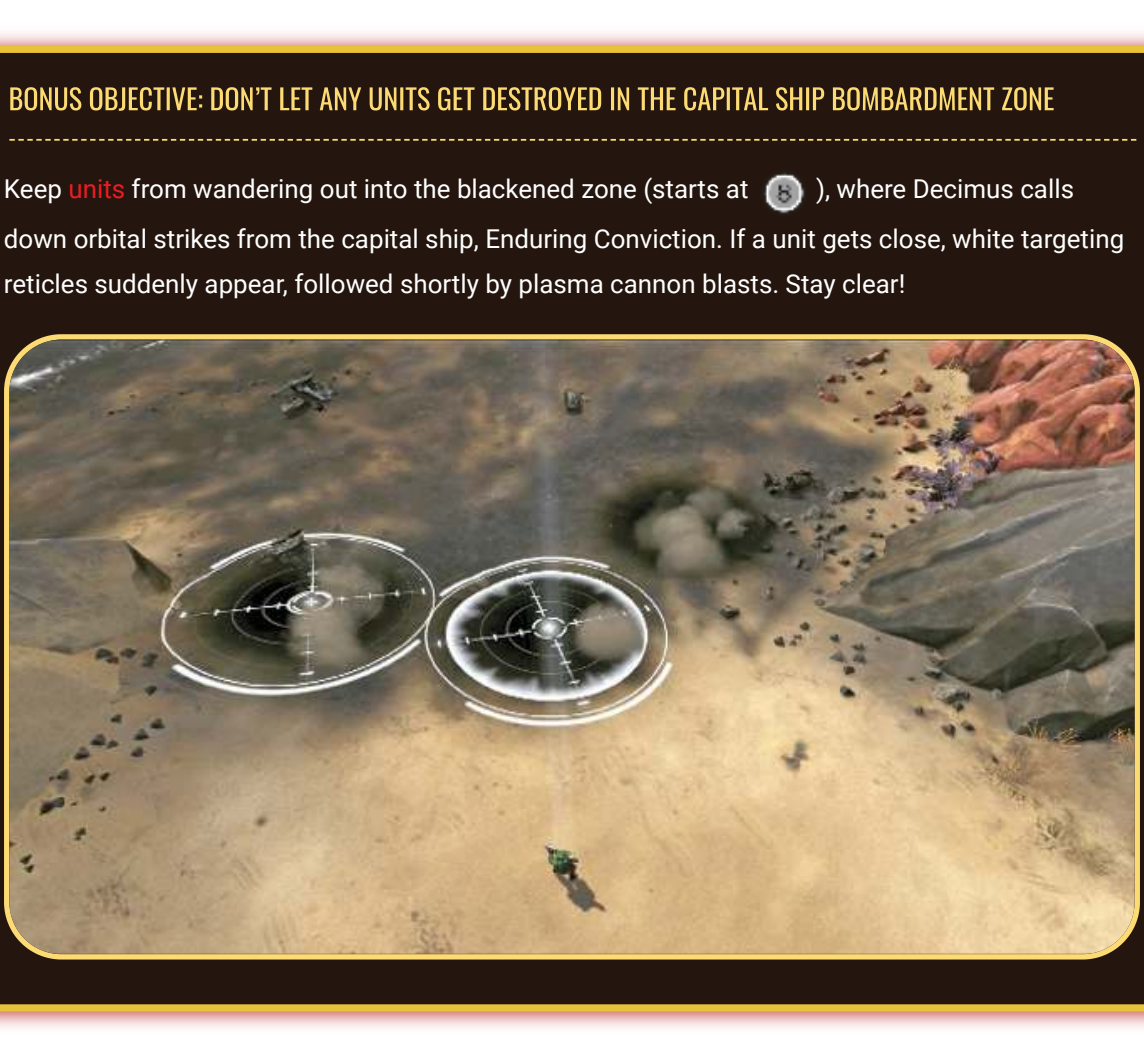
Priority-target any Banished Reavers before sending in Hornets.

DESTROY THE SECOND PORTAL HACKING DEVICE

Follow the path until you spot Decimus at the next hacked portal ⑦. After the boss teleports out, two more Reavers arrive to help defend the portal. Hold your Hornets and ex-prisoners back if you want to keep your secondary objectives intact; select your Spartans and other units and ignore the defenders to concentrate full fire on the hacking device next to the portal. Again, you want to destroy the device before reinforcements come through. Once the device is eliminated, hit the Reavers next so you can bring in your Hornets to help.

BONUS OBJECTIVE: DON'T LET ANY UNITS GET DESTROYED IN THE CAPITAL SHIP BOMBARDMENT ZONE

Keep units from wandering out into the blackened zone (starts at ⑧), where Decimus calls down orbital strikes from the capital ship, Enduring Conviction. If a unit gets close, white targeting reticles suddenly appear, followed shortly by plasma cannon blasts. Stay clear!

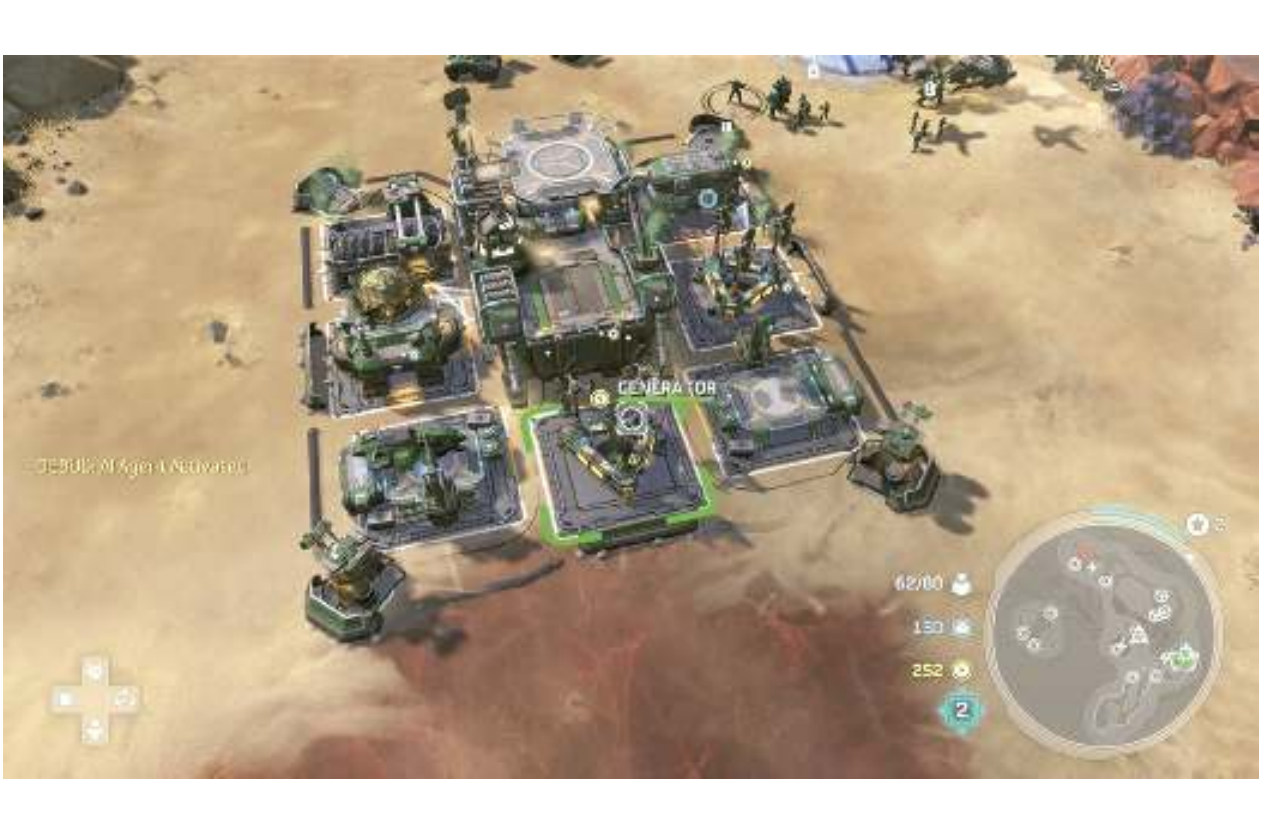


‣ Optional Objective: Claim All Four Base Expansions

BUILD A STRONG BASE (1 OF 4)

After the fight, drop a Firebase onto the base site and spend a few moments building it up. As the HQ is coming online, knock down all five silos around the site to kick-start your resource inflow. Start construction by putting up two Turrets on the side facing away from the portal. Upgrade both to Anti-Air Turrets as soon as you can. The reason: Banshee raiders hit your base from that direction shortly, and continue at regular intervals for most of the mission.

Put in two Supply Pads and two Generators to get your resource inflow going. Then add an Airpad for Hornets, a Garage for anti-air Wolverines, and a Barracks for the armor-busting Cyclops. Finally, add two more Turrets on the other end of the base.



Now you can focus on unit production. A good Spartan-led strike force would be a mix of two to three Cyclops, five to six Hornets, a pair of Wolverines, and a handful of anti-infantry Hellbringers. Remember to put all your Hornets on a separate hotkey so you can quickly select and pull them back if Banished Reavers suddenly jump into the fray.

BASE RAIDERS

Squadrons composed of four Banshees drop in to attack your first base regularly. Upgrade all four Turrets to Anti-Air Turrets and keep one or two Wolverines near the base's back end to cleanse the skies.

TELEPORT TO THE PLATFORM

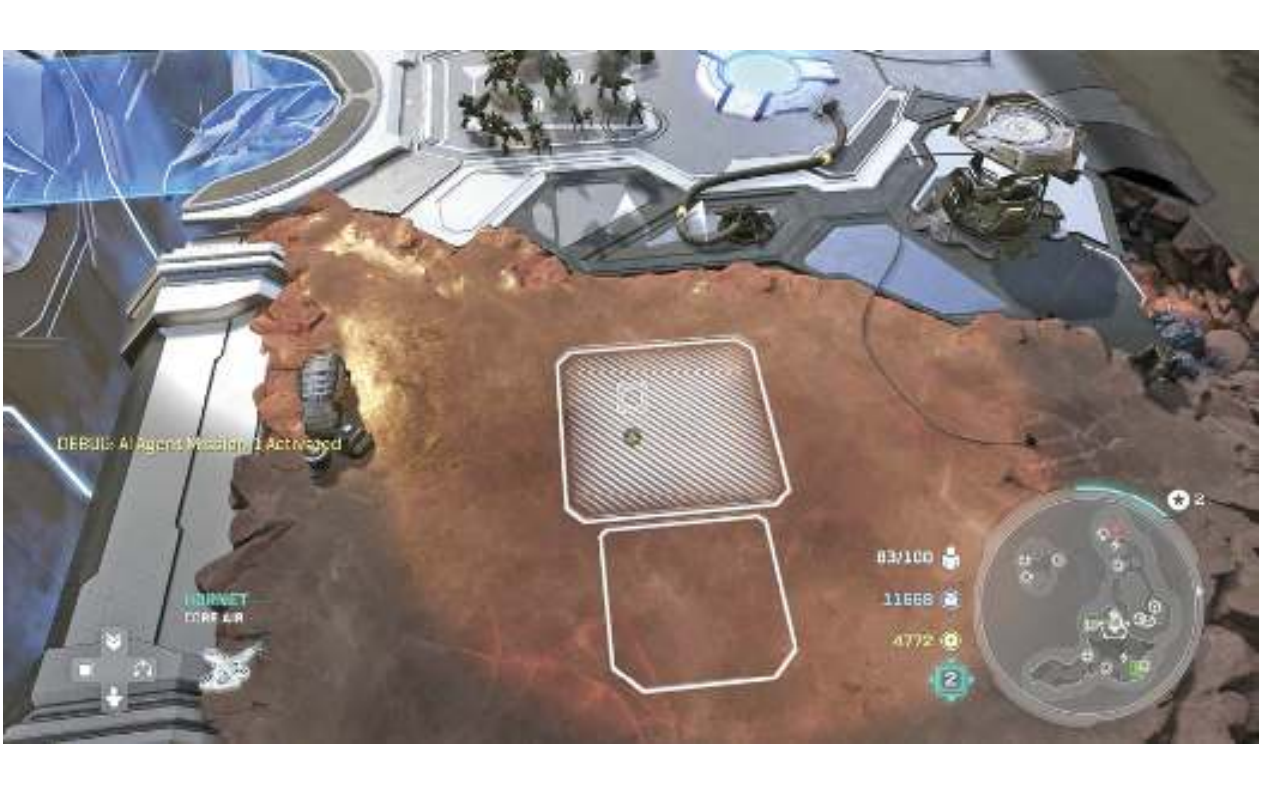
Send your Spartan-led strike force through the portal to arrive on a metallic platform ⑨, where you can capture a Power Node and loot some silos. But be ready—when you start the Node capture, teams of Jump Pack Brutes suddenly attack, joined by a pair of Banshees. Then Spirit dropships deliver Banished infantry too, including Grunts and Hunters! Clear out the platform. Afterward, seize the resources, heal your troops with Restoration Drones, and produce fresh units back at your base to replace any fallen units. Then send an infantry squad to activate the lightbridge at the nearby control panel.

DESTROY THE THIRD PORTAL HACKING DEVICE

March everyone except your Hornets over the lightbridge; Decimus greets you ⑩, then skedaddles into the portal. Suddenly two Reavers drop into your midst (which is why you left your Hornets across the bridge). Before you target them, however, turn *all* guns with concentrated fury on the portal hacking device. Remember, you want to destroy each device before reinforcements can warp through it. Once the device explodes, take out the Reavers, then quickly bring your Hornets across the bridge to help mop up. Wipe out the Banished infantry scattered across the platform and knock out the Engineer floating over the hacking device.

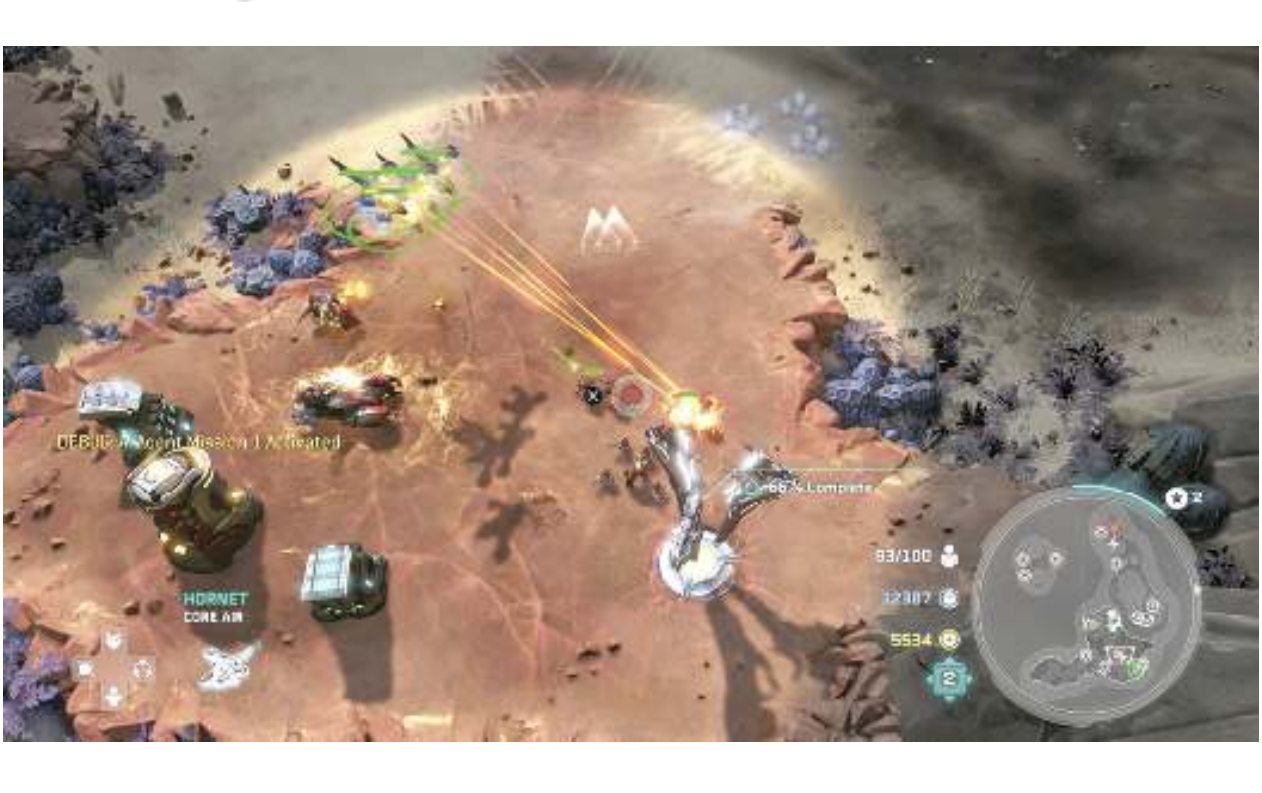
BUILD TWO MINIBASES (3 OF 4)

Destroy the two Banished minibases near the portal and replace them with two One-Slot Minibases of your own. (That gives you three out of four base expansions.) Put an Armory in one of them so you can buy its upgrades—in particular, you want the Reinforcements upgrade to boost your Population cap from 80 to 100. Destroy the two Shield Generators so the red energy barrier dissipates at the front of the platform. Of course, you don't want to send troops out wandering into the blackened bombardment zone where they'll be obliterated. But you might want to tap another Power Node nearby.



SEND HORNETS AND SPARTANS FOR RESOURCES (OPTIONAL)

The Power Node ⑪ and some resource-filled silos sit on a small plateau just around the rock formation from your first base, guarded by a tough handful of Banished troops, including Ghosts and Elite Ranger marksmen. To get there on foot, you must exit the old base area ⑦ and move a short distance through the blackened bombardment zone along the rock formation.



However, a strong flight of six or seven Hornets can avoid bombardment by flying directly to the location from your newly conquered minibases area ⑩ to wipe out the defenders. Of course, Hornets can't capture the Node or nab pickups, so send a Spartan through the portal at ⑨ back to ⑦, and then walk him to the edge of the blackened zone ⑧. (Spartans are tough and shielded; they can survive if they get caught in an orbital strike zone along the way.) Wait until the first plasma strikes stop burning, then rush the Spartan along the rock formation to the plateau to capture the Power Node. Retrace back over the same route to return him to your main strike force.

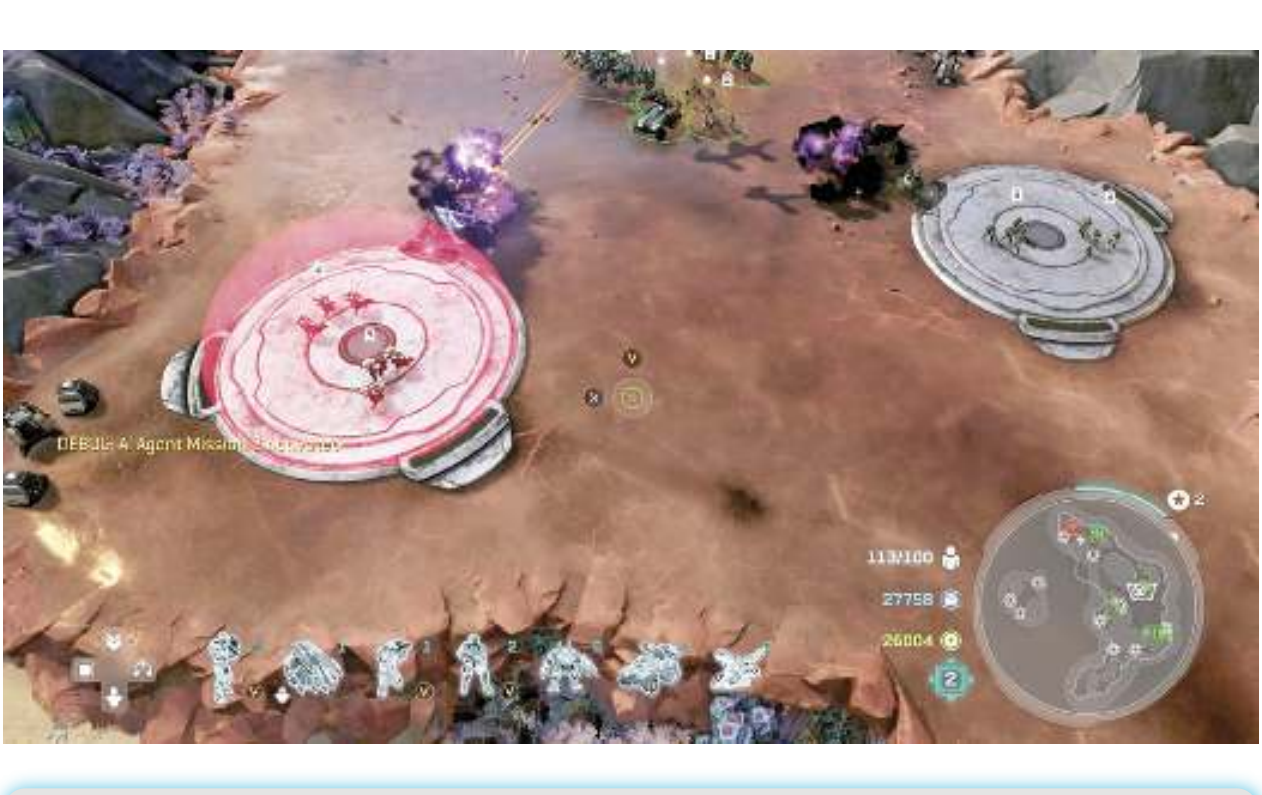
BUILD A FIREBASE (4 OF 4)

Send your Spartan-led army into the portal ⑩ to teleport to an open plateau ⑫. March up the reddish slope to find another base site ⑬ and call down a three-socket Firebase onto it. Take some time to develop the base; put in all three of the unit-production facilities (Garage, Airpad, Barracks) so you can train replacement troops and rally them closer to where you need them for the big upcoming endgame battle. (If you're not in a hurry, you can upgrade the base to a Combat Station and add Turrets for protection.)

‣ Optional Objective: Rescue All 10 Squads of UNSC Prisoners (Continued). Completion Earns a Skull!

DEACTIVATE THE REMAINING THREE PRISON DOMES

While you build up the new Firebase, send a Spartan-led strike force down the short ramp directly behind the base. March along the light-sand valley that leads to a Banished prison compound ⑭. As you attack the prison guard units, keep your Hornets in the rear; the enemy detail includes anti-air Reavers. After you eliminate the Banished units and Turrets, destroy the three Prison Generators to liberate all remaining squads of prisoners. While you're at it, look for the Phoenix log near one of the prison domes.

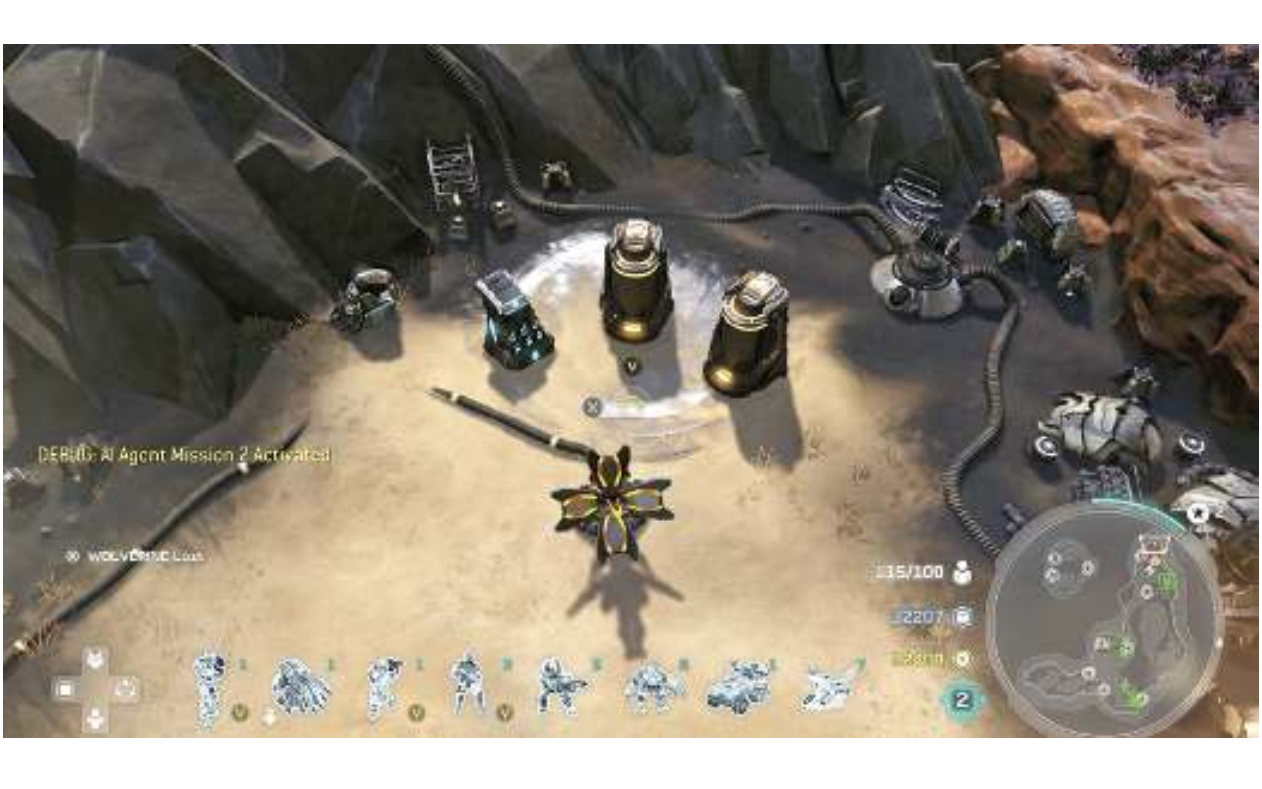


TIPS FROM THE TESTERS

Be sure to max out your Population cap before you set off to the prison compound. When liberated, the prisoners join your force as free extra units, added on top of the cap. Also, if you don't mind risking the loss of prisoner squads, target the Prison Generators early in the battle to release the prisoners and let them join the fight.

DESTROY THE FOURTH PORTAL HACKING DEVICE

Return to your new Firebase ⑬ and train new troops to replace any you lost during your prison-breakout operation. Then send your full strike force downhill into the big Banished base. The hacked portal ⑯ is to the left of the base, but the hacking device ⑮ is actually *behind* the base.



Hustle around the base's right side, ignoring the Turret and other hostile units to concentrate fire on the device; you want to destroy it before the Banished can react and send reinforcements through the portal. Once the hacking device is toasted, work around the big base, wiping out resistance, and then destroy the base itself. Be sure to snag the Phoenix log that spawns in the rubble as the base collapses.

RALLY CLOSE TO THE ACTION

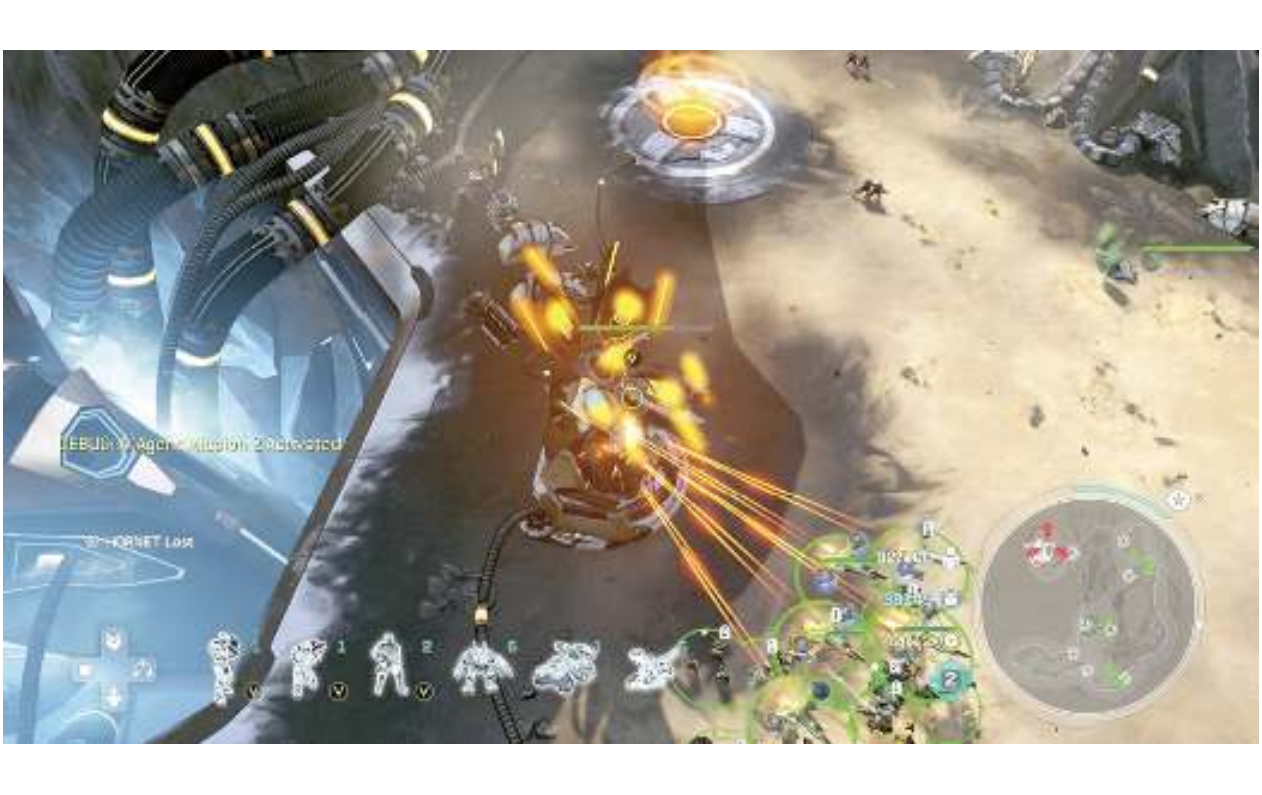
After you gain control of the fourth portal and its area, switch to your nearest base ⑬ and place its rally point next to the new portal ⑯. This way, during the upcoming endgame battle, you can camera-jump to the base, queue up a batch of units for production, then jump right back to the battle, knowing the newly trained troops will march straight to the portal, ready to teleport across the chasm to the endgame arena.

MAIN BASE RAIDERS

Around this point, the Banished raids on your main base ⑦ switch from Banshee squadrons to Spirit transports dropping in infantry including Suicide Grunts and Jump Pack Brutes. Switch your Turrets there to Anti-Infantry Turrets for the endgame and consider parking two to three Warthogs near the corner closest to the blackened bombardment zone.

‣ Primary Objective: Destroy the Banished Control Node

Heal up your team, replace any lost troops, and get ready for the last push. Move your full army into the portal ⑯ to teleport over to a smaller, self-contained arena ⑰. The Control Node ⑱ sits on the arena's opposite side, controlling access to two more portals, one on either side of it. Once you begin your attack, Banished unit pairs emerge from both portals roughly every 10 seconds—Reavers from the left portal, Elite Rangers from the right—so you want to destroy that Control Node as soon as possible.



Smash directly up the middle of the area, taking out Turrets and infantry as you go. (Once you kill a Banished Turret, drop in one of your own in the now-empty slot!) Watch for Jump Pack Brutes and Reavers hopping in from cliffs overlooking the arena; keep your Hornets and Wolverines in the rear of your column if possible. Fight straight to the Control Node, then focus all unit fire on it until the big apparatus finally explodes.

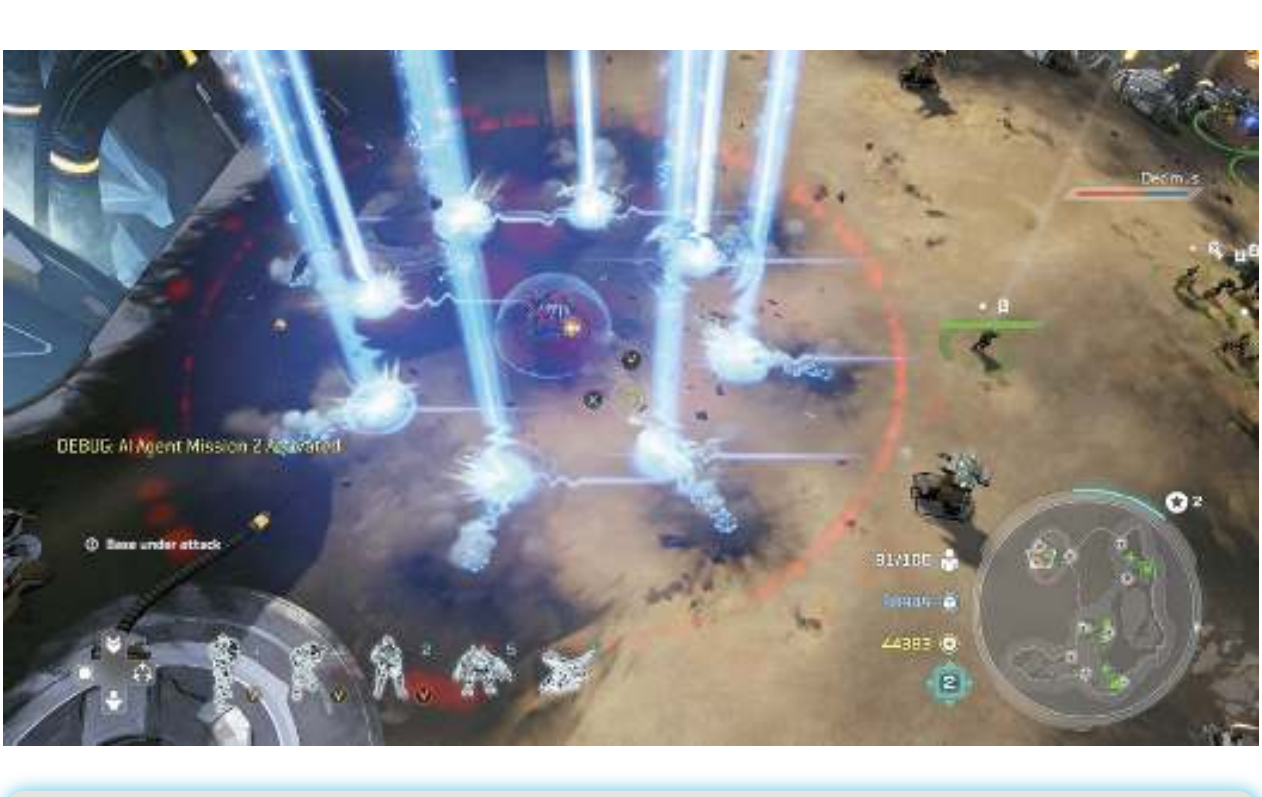
WATCH OUT FOR DECIMUS' ARRIVAL SLAM

The moment the Control Node's health bar hits zero, use your All Units command to select your entire army and immediately move away from the Node. The reason: just seconds after the Control Node explodes, Decimus drops like a meteor to the ground in front of it. His great slam inflicts serious damage to anything nearby.

‣ Primary Objective: Defeat Decimus

DECIMUS: ROUND 1

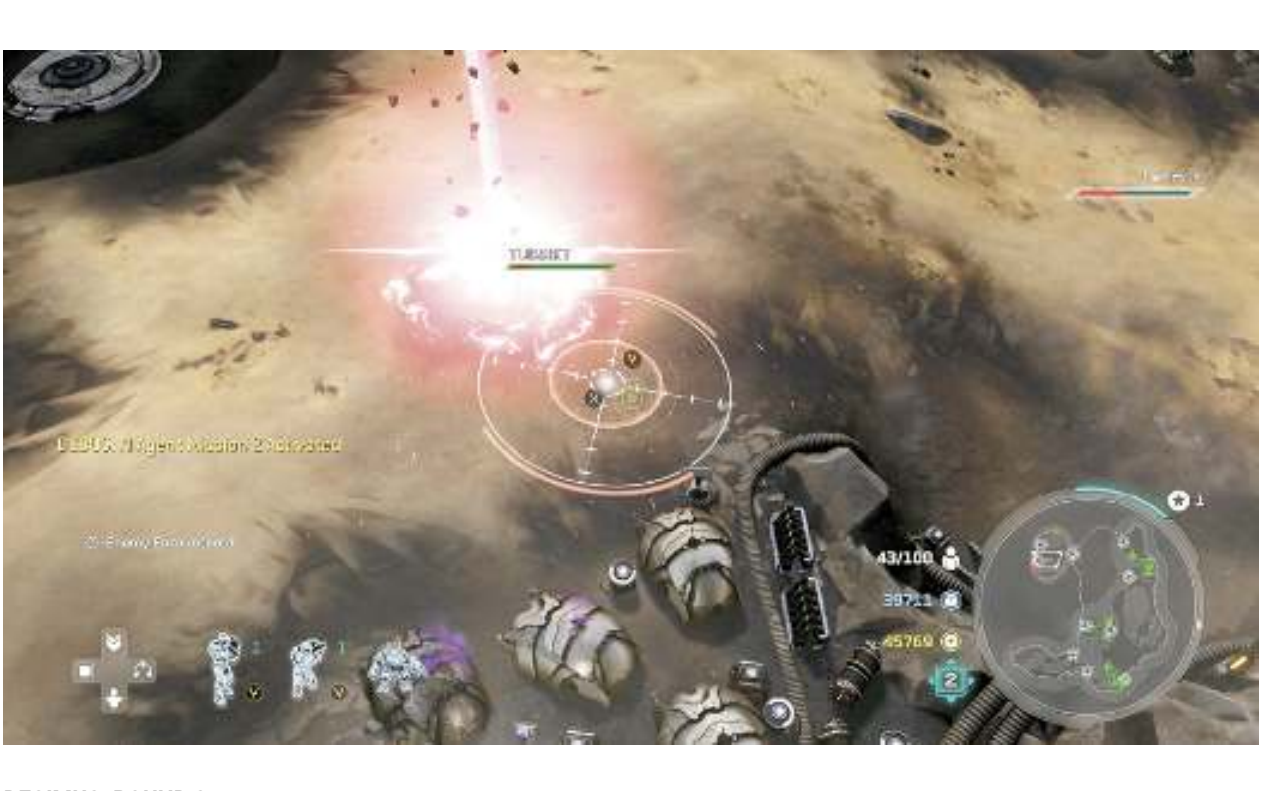
It's not over yet. Decimus drops onto the field, bringing a pair of Banshees with him. Within seconds Decimus summons one of his massive orbital plasma strikes. The moment the red targeting circle appears around him, immediately rush all units outside the circle. Wait until the plasma beams converge and detonate a final explosion, then rush back in to attack. Concentrate fire on Decimus as much as possible, but shift your full focus to any supporting units that approach to eliminate them quickly.



TIPS FROM THE TESTERS

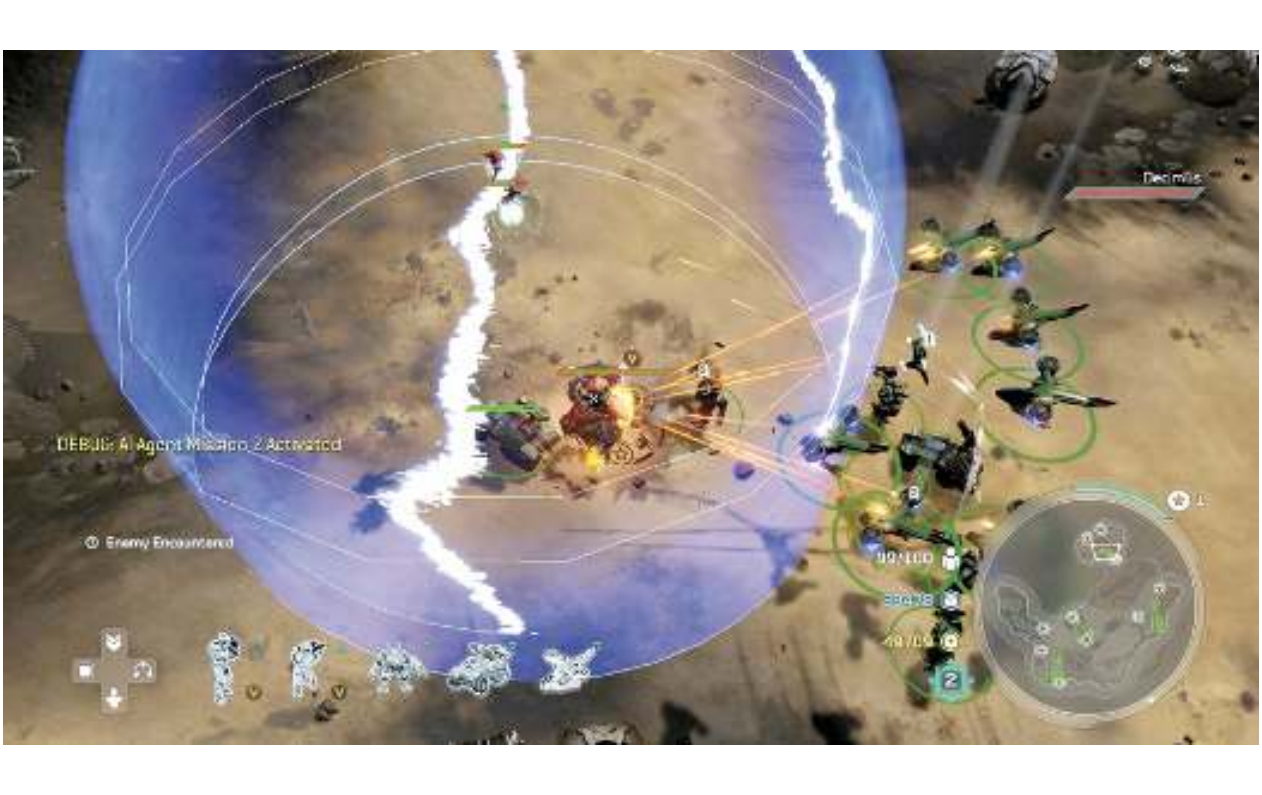
Be sure to have a max-Population army when fighting Decimus!.

Decimus continues to summon orbital strikes on his position. Keep dodging and returning until you knock his health bar down to about one-third. At that point, Decimus suddenly leaps out of the arena and starts calling in individual plasma beam strikes. Run your troops away from the white reticles that start appearing on the ground.



DECIMUS: ROUND 2

If your strike force is severely depleted, run your troops all the way back to the portal ⑰ and teleport back across the chasm to ⑯ for a respite. Immediately switch to your newest base ⑬ and crank out replacement troops, rallying them next to the portal. Once you've got a full army again, dive back in! Decimus returns to the field, fully healed and accompanied by two Engineers that train their reconstitution beams on the boss and drop a bluish Overshield bubble around him. Ignore Decimus briefly while you concentrate fire on the Engineers, then lay into him with all guns again.



Run away when the red targeting circle reappears around Decimus, then rush in after the orbital blast to take him out for good. The victory is short-lived, however. Upstairs, the *Spirit of Fire* suddenly comes under brutal assault from the Banished capital ship, the *Enduring Conviction*.

DESIGNER OVERVIEW

"LIGHTS OUT"

SCULPTING THE BIG STORY BEATS

This mission gives the UNSC the first chance to deal some real damage to the Banished and finally remove an old adversary, Decimus. You get the opportunity to cripple Banished mobility by deactivating the entire portal network.

DECISIONS ABOUT WHEN TO INTRODUCE NEW GAMEPLAY TWISTS

It was important that players get the chance to have revenge on Decimus and finish the job they started in "A New Enemy."

IDEAS BEHIND THE MAP

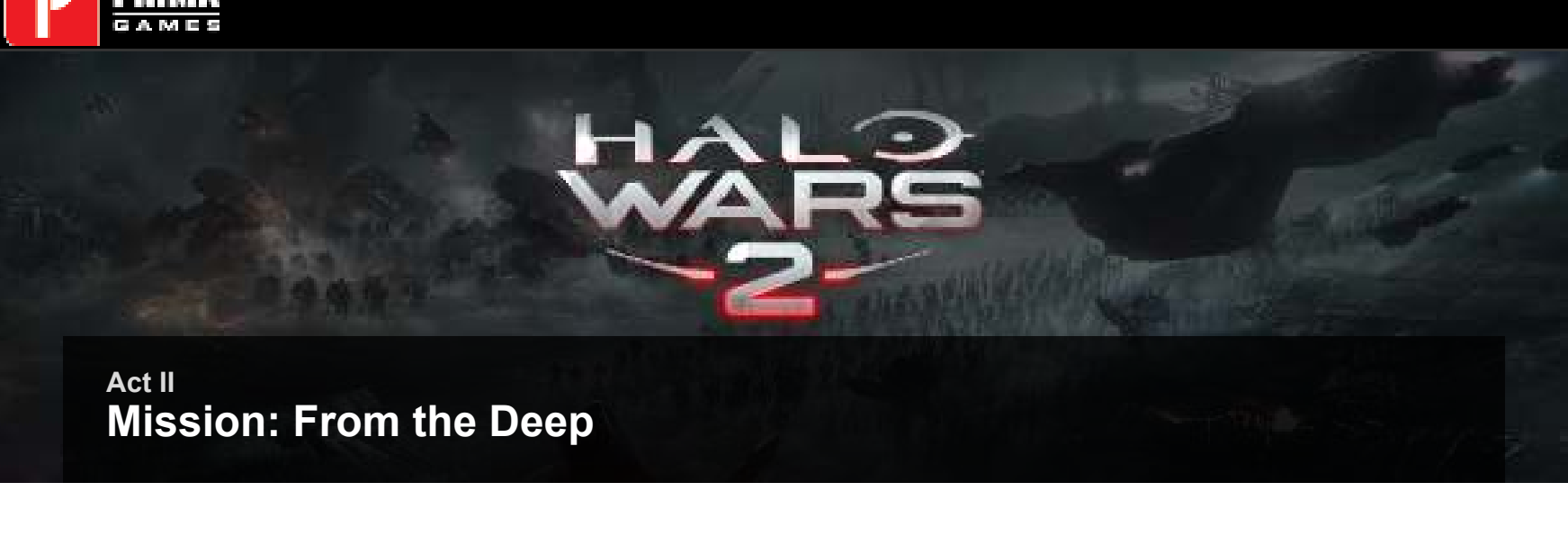
The map was meant to promote the Reaver anti-air unit. It also sought to introduce players to teleportation for Multiplayer. At this point the Banished are using quite a few Leader Powers to protect themselves, and this reinforces the power of the Enduring Conviction looming overhead like the queen on a chessboard; Cutter must remove it.

ROLE THE MISSION FULFILLS IN THE STORY'S ESCALATION

This mission gives you a good start to limiting the Banished movement on the Ark. The next step is to attempt a savage blow to the Banished carrier.

HOW THE MISSION EVOLVED OVER THE COURSE OF DEVELOPMENT

Originally, the mission design focused on using the Pelican Transport to get around. But the mechanics weren't very easy to use, so we moved toward using portals, which were point-and-click and more user-friendly and accessible for new players.

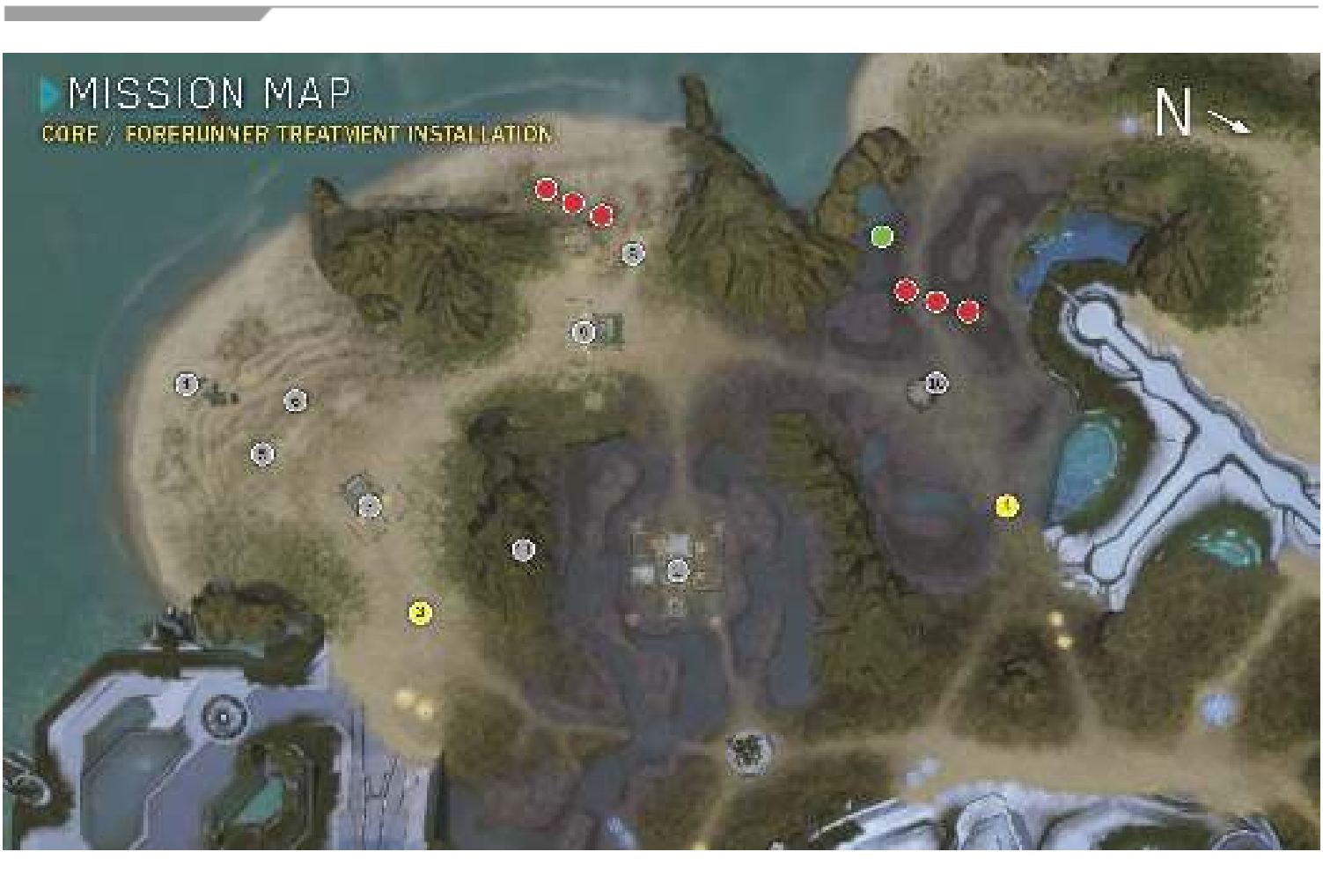


Act II

Mission: From the Deep

Alice-130 and her team have set up a base complex with a defensive perimeter to protect the last portal controller. But Banished forces are massing to strike. It's up to Alice to keep the hub safe.

MISSION WALKTHROUGH



MISSION SUMMARY

Defend the last portal controller against a Banished invasion.

SCOUTING REPORT

Set up defenses on the beachheads to intercept the enemy.

OBJECTIVES

PRIMARY

- Survive the first wave
- Defend your base
- Destroy the Scarab

OPTIONAL

- Build two Turrets on the beach
- Upgrade beach Turrets to Anti-Vehicle Turrets

BONUS

- Hijack a Locust
- Get 20 kills with the Scorpion

PAR TIME

- 25:00

EXTRAS

SKULLS AVAILABLE: 1

PHOENIX LOGS: 1

MAP LEGEND

① Armor beachhead

② Main base (tech up to Level 3)

③ - ④ Power Nodes

⑤ - ⑥ Install Anti-Vehicle Turrets

⑦ Minibase (Barracks)

⑧ Install Anti-Air Turret

⑨ Minibase (Garage)

⑩ Garrison (rally anti-infantry units)

⑪ Scarab climbs over hill

● Phoenix log

● Power Node

● Plant Lotus Mines here

This is a fun mission that can seem overwhelming until you figure out its basic progression. The secret is to array your defenses with the right counter-units and the right type of upgraded Turrets in the right locations—and then to "tech up" your main base as soon as you can. At Tech Level 3 you can start producing Scorpion tanks, and at that point the field tilts heavily in your favor. The mission is much easier if you deploy your Leader Powers effectively as well.

SKULL REQUIREMENT

You earn the Skull available in "From the Deep" by completing the mission without your Spartan Alice getting downed.

‣ Primary Objective: Survive the First Wave

A beachhead assault ① is raging as the mission opens. A number of UNSC units defend the beach, but you start with just three under your direct control: the Spartan Alice-130, one Cyclops, and one Scorpion heavy tank. Post your trio halfway between the two garrisons, then use the D-Pad to jump to your main base ②. It may seem odd to hop away from such a hot fight, but your beach defenders can handle themselves just fine for a few seconds.

START YOUR RESOURCE INFRASTRUCTURE

Get resources inflowing at your Command Center ② even while the opening battle rages. The base comes with one Supply Pad and one Generator already in place. In the short term, you need to build up a big resource inflow; in the mid-term, you need Power to upgrade your Command Center to a Headquarters, boosting your Tech Level from 2 to 3 so you can start producing Scorpions as soon as possible; and in the long term, you need an Armory to raise your Population cap. But your resources are limited right now. Thus, to start, build quickly in this order: Supply Pad, Generator, Supply Pad.

FINISH THE BEACH BATTLE

Hop back to the beach ① and finish up the fighting, concentrating fire on any remaining Banished units. When the invasion is shattered, a Nightingale support craft flies in and starts repairing damage to nearby friendly units using its multipurpose Restoration Drones.

You have a short couple of minutes to set up your defensive perimeter. Be quick! Note that all surviving UNSC units on the beach are now directly under your control. Move infantry (Marines, Hellbringers, or Cyclops) into any empty slots in the two garrisons.

TIPS FROM THE TESTERS

Keep all garrisons manned to slow down the enemy's advance. Remember that units take considerably less damage per hit when posted inside a garrison.

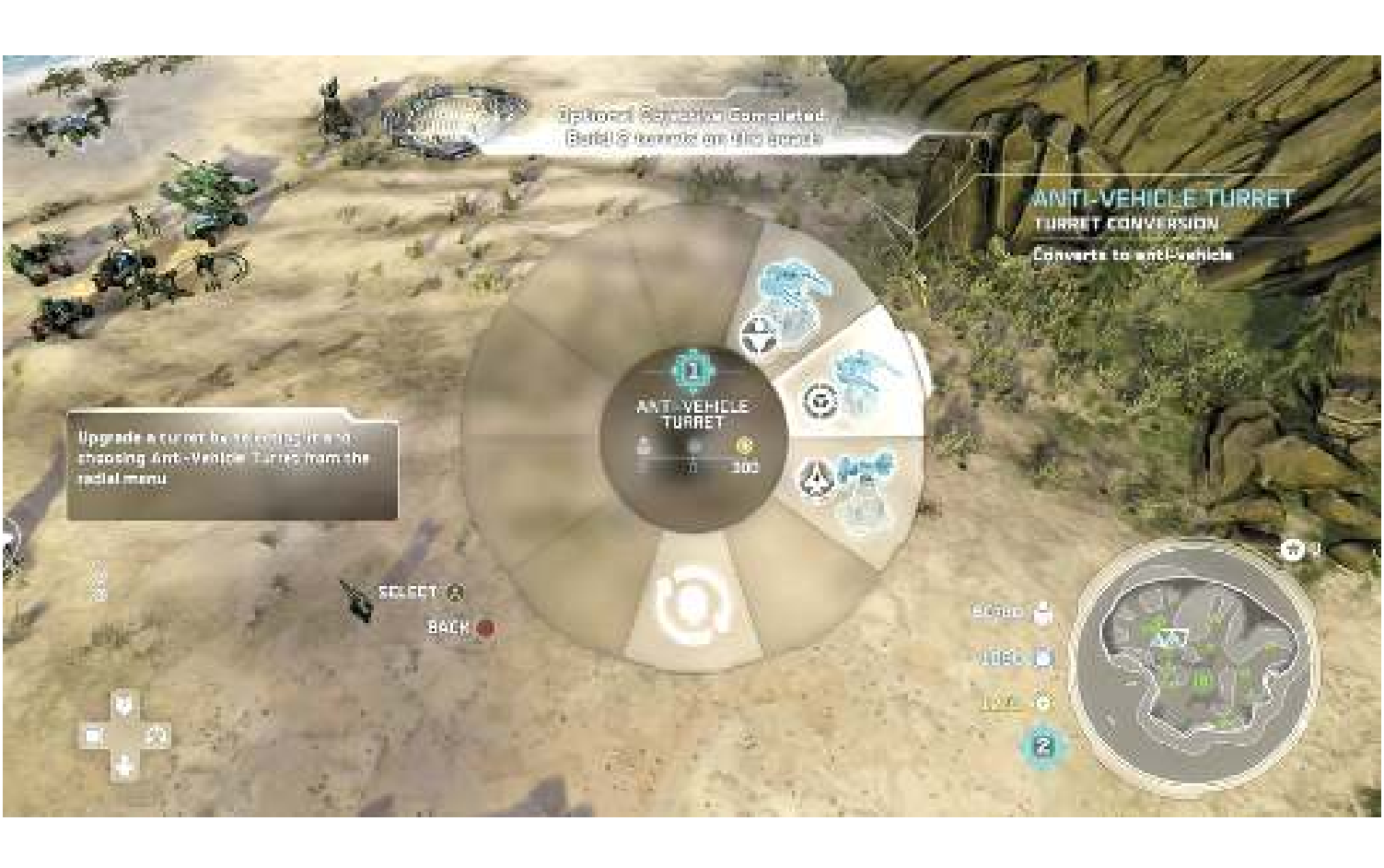
CAPTURE THE POWER NODES

You need a lot of Power to build what's required to comfortably win this mission—in particular, you need the 1500 Power necessary to upgrade your main base to achieve Tech Level 3. Send one Marine squad from your beach team to capture the nearby Power Node ③. Then execute a Fast Camera move across the map to the garrison ⑩ on the inland side of the base. Empty the garrison and send a Marine squad to capture the other Power Node ④ just down the road. (Be sure to move the Marines back into the garrison when the Node is under control.) Soon the extra Power is flowing into your bases.

‣ Optional Objective: Build Two Turrets on the Beach

‣ Optional Objective: Upgrade Beach Turrets to Anti-Vehicle Turrets

These may be "optional," but we highly recommend you complete both objectives as soon as possible. As the mission progresses, the most furious Banished assaults consist of heavy armor units rising in wave after wave out of the ocean and slamming into your beachhead defenses at ①. Planting a pair of Anti-Vehicle Turrets just up the hillside ⑤, ⑥ gives you the extra punch you need to hold the beach.



FINISH AN ANTI-ARMOR MINIBASE

Move to the Two-Slot Minibase ⑦ just behind the hill Turrets. It already has a Barracks in one socket; put an Airpad in the other one. Set the minibase's rally point down the hill on the beach, between the two garrisons. This way you can "train and forget" Hornets and Cyclops units for anti-armor defense of the beachhead. Eventually, you want to produce a couple more Nightingales at the Airpad too, sending one up to support the smaller beach ⑧ and another to your inland garrison ⑩.

HEALTH FROM ABOVE

Nightingales are extremely valuable units. When possible, post one directly behind defense clusters so it can keep your units repaired even in the heat of battle.

START UPGRADING RESOURCE INFLOW

Back at your Command Center ②, add another Supply Pad and Generator. You should have resources flowing into six sockets now! Then start upgrading all of them to Heavy Supply Pads and Advanced Generators. By the time this is all finished, your inflow will be a roaring torrent of resources. Finish up your base by adding an Armory in the seventh slot. (Turrets aren't necessary here if you coordinate your other defenses well, but you can add them later to be safe.)

SET UP ANTI-AIR DEFENSES ON THE SMALLER BEACHHEAD

Move quickly to the top of the other beachhead, where you find another Two-Slot Minibase ⑨, this one with a Garage already in one socket. Banshees will soon start hitting this sandy gap, as will Spirit dropships delivering enemy infantry. To get ready, train two Marine squads at the minibase. As the Marines train, drop a Turret into the open slot ⑧ just down the slope.

When the new Marines emerge, rush them into the nearby garrison. When the Turret is finished, upgrade it to an Anti-Air Turret. Set the minibase's rally point to the spot between the Turret and the garrison. Put one Wolverine into the production queue at the Garage and construct a Supply Pad in the empty base socket. (You'll need a lot of Supply to build Scorpions later.) Then move back to the main beachhead.

FIGHT OFF MORE WAVES

Spirits start swooping in to drop more Banished infantry, Ghosts, Wraiths, and then Locusts in the next assault on the main beachhead ①. Your garrisons, along with Alice, your existing Scorpion tank, and the new Turrets up the hill, have plenty of firepower to tear apart these staggered waves. But select your minibase up the hill and put another two or three Cyclops in your Garage production queue, just in case.

BONUS OBJECTIVE: HIJACK A LOCUST

Locusts start lumbering up the main beachhead early in the invasion. Use Alice's special ability to hijack one of these siege walkers. It's nice to add its powerful focus cannon to your arsenal for a while.

SET UP YOUR INLAND DEFENSE

Soon Alice-130 reports that Banished ground troops are heading toward your base from a third direction, marching across "the shallows" (the swampy ground to the north). These are primarily Grunt infantry squads, but some Ghost units will rush in too. To get ready for them, train some Marines and a couple of Warthogs and post them next to the garrison ⑩ guarding the inland passage through which the Banished troops must funnel. Then plant Lotus Mines across that gap for added protection.

Later, you'll take Alice's advice and add a couple of infantry-killer Scorpion tanks here. But first you need to upgrade your Command Center to a Headquarters, boosting your Tech Level to 3.

FIND THE PHOENIX LOG

The mission's lone Phoenix log sits in the water under the rock arch just up the road from your inland garrison (see our mission map).

UPGRADE TO TECH LEVEL 3

It costs a lot of Power to tech up a level. But if you captured the area's Power Nodes and have three Advanced Generators humming, you'll soon accumulate the 1500 Power you need. Once you hit Tech Level 3, Scorpions become available for production at your Garage.

BUMP YOUR POP CAP

While fighting enemy waves on the beach, jump to your main base to get that Armory in the last socket. Then start researching the Armory's Reinforcements I upgrade so your Population cap bumps up from 80 to 100. Each Scorpion counts as seven against the cap, so it helps to have extra Population as you start producing the tanks.

‣ Primary Objective: Defend Your Base

Now you're ready. Banished forces start striking at all three of your defensive locations, sometimes simultaneously. Keep training new troops until you hit your Population cap. Send new Cyclops units to the main beach ① to counter Locusts and Wraiths, send Marines and another two to three Wolverines up to the narrow second beachhead ⑧ to knock down the Banshees that try to scream through the gap, and send Marines and Hellbringers to your inland garrison area ⑩ to fend off columns of attacking infantry.

HOTKEY EACH DEFENSIVE GROUP

Put all troops at each location onto a separate hotkey so you can jump quickly from spot to spot.

Jump to hot spots that flash on your Minimap, and micromanage the battle, making sure you concentrate fire on major targets like Lotus walkers to eliminate them faster. Also be sure your counter-units are firing at the correct targets for maximum efficiency. During lulls, get troops repaired by moving them near Nightingales or zapping big squads with Restoration Drones.

SCORPION UP!

Once you are resource-rich and can upgrade your base to a Headquarters for Tech Level 3, do so, then start cranking out Scorpions. Send at least one Scorpion to each of your three defensive posts ①, ⑧, ⑩. Then keep them coming from the Garage, sending at least one more to each post. Eventually, you want two to three Scorpions at each defensive location. But again, Scorpions count as seven apiece toward your Population cap, so it's important to increase your cap by researching the Reinforcements upgrades at your Armory.

BONUS OBJECTIVE: GET 20 KILLS WITH THE SCORPION

The more Scorpions you can get onto the field, the more this bonus takes care of itself.

DON'T SKIMP ON LEADER POWERS

Your Archer Missiles and Lotus Mines are excellent defensive weapons, capable of thinning out Banished ranks just when things look grim. Drop in Lotus Mines anytime during or between attack waves, but deploy your Archer Missile strikes when waves first hit and enemy columns are clustered together. (We marked some good spots to plant mines on our mission map.)

HEAL UP!

Don't be shy about using Restoration Drones either, especially if multiple troops are suffering severe damage. It's best to use this Power between enemy attack waves so you can gather your damaged units into a cluster next to a damaged Turret, and then drop the green healing radius around them, repairing units and the structure as well. Also, as mentioned earlier, consider building two more Nightingales, so you have one to support each of your three defensive groups.

KEEP PRODUCING TROOPS AND UPGRADES

As you get deeper into the mission, you should have plenty of resources to spend (assuming you took the steps we outlined earlier). Don't hoard Power and Supply! Keep monitoring each battle and note what units are lost, then queue up replacements immediately. Keep your garrisons full of infantry defenders.

Buy the Reinforcements II upgrade from the Armory to raise your Population cap another 20, and add Advanced Logistics to speed up unit build times. Buy the vehicle and infantry upgrades at your Garage and Barracks, respectively. If you still have Warthogs in the field, you can buy their Gauss Cannon upgrade. Add Grenade Throw for your Marines, and get the Dispersion Nozzles upgrade for your Hellbringers.

Upgrade your Leader Powers too. You can increase the effectiveness of Restoration Drones, Archer Missiles, and Lotus Mines with upgrades. You can also buy the Battle Hardened Power to increase how fast your troops become veterans.

CONSTRUCT TURRETS AT THE MAIN BASE

If you've got the right counter-units in each location, plus a strong corps of Scorpions evenly distributed across the field, you should be able to shatter every Banished wave without allowing any breaks in your defensive perimeter. However, if hostile units do break through anywhere, they head straight for your main base ②. To be safe, build Turrets in all four corners of that base.

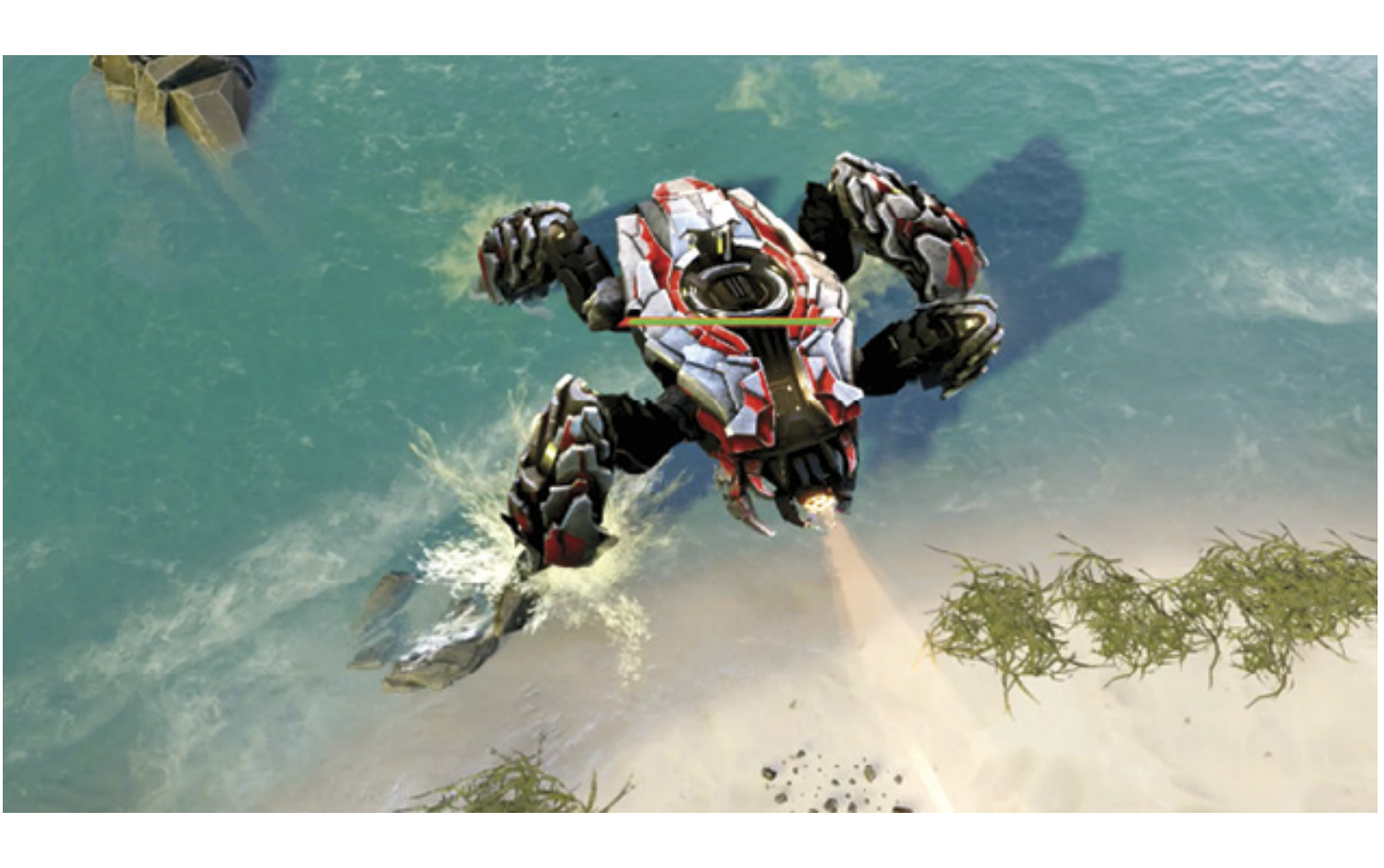
Upgrade the two Turrets in front to Anti-Air Turrets to gun down any Banshees that slip through from that direction. Upgrade the two Turrets in back to Anti-Vehicle Turrets, because any tanks that break through your main beach defenses loop around the rocky cliffs past the Power Node ③ and attack your big base from the back side.

FEND OFF THE LAST WAVE

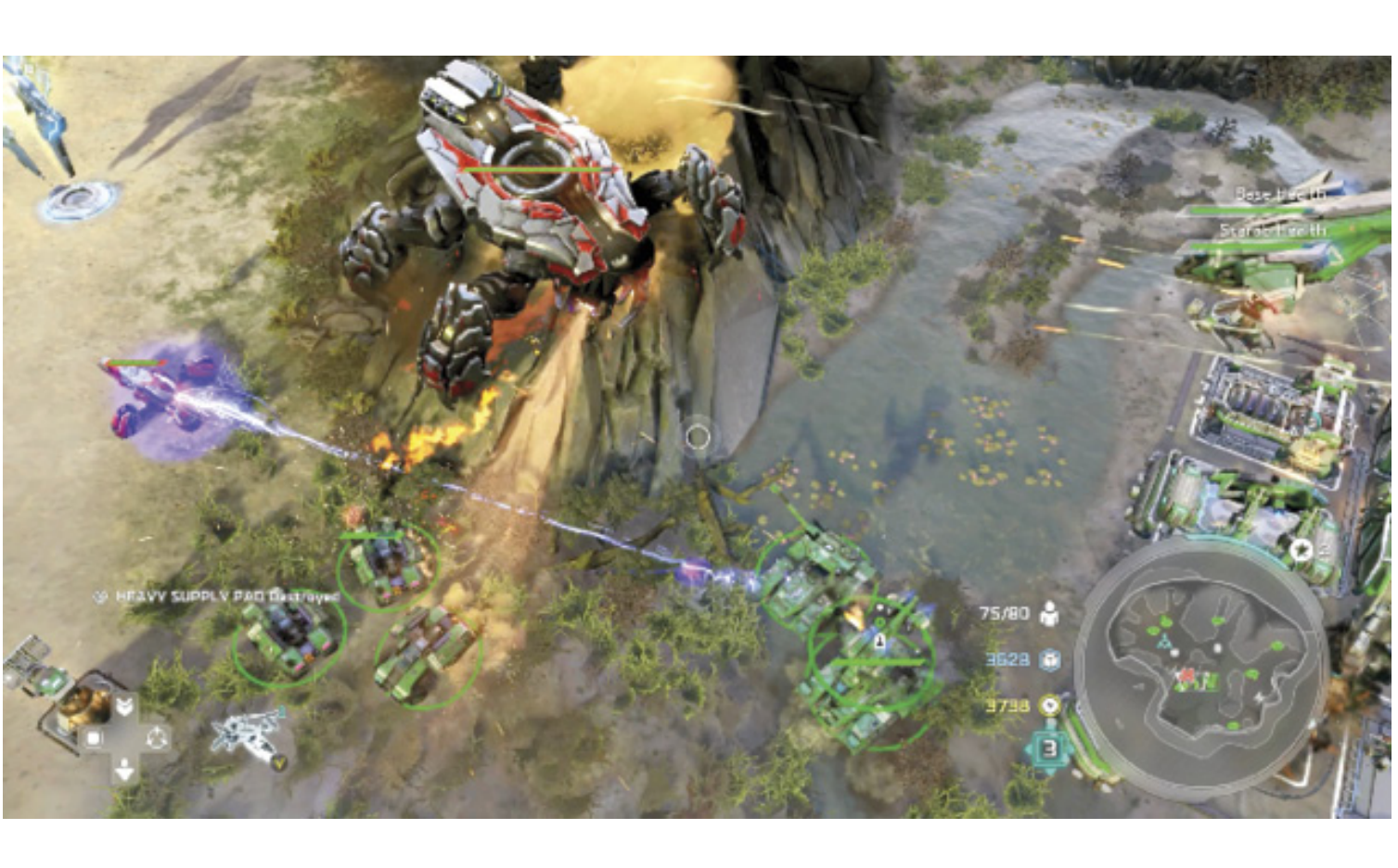
Roughly 19-20 minutes into the mission, one last big wave of units rolls in from all directions, hitting your three perimeter posts at the same time. Use your Leader Powers and, above all, keep replacing any fallen troops. This is a wild fight, but throw everything into it, because you want to decimate all of these Banished units as fast as possible. The reason: a couple of minutes after this big wave hits, a frightening Banished Super unit rises from the sea.

‣ Primary Objective: Destroy the Scarab

All hands on deck! When the massive Scarab emerges from the water, it's time to group-select All Units and rush every troop in the field to the main beach. Fire everything at the great monster, including your offensive Leader Powers, because the moment the Scarab health bar (shown in the upper right corner under your base health bar) hits zero, you've won the mission.



Keep in mind that if the Scarab manages to hammer through your beach perimeter defense and stomp past your Anti-Vehicle Turrets, it makes a beeline for your main base ② by climbing directly over the rocky hilltop ⑪ on the route! That shortens its trip to the base, so engage it on the beach to keep it from reaching the flats behind the beach. Note: this is where your Scorpions can really shine. If you've managed to produce six to eight of the tanks, they can launch a very damaging barrage onto the Scarab. Once the Scarab falls, the mission is over.



DESIGNER OVERVIEW

"FROM THE DEEP"

SCULPTING THE BIG STORY BEATS

This mission sought to give the Banished a shot at revenge. They launch a counterattack at a key UNSC position.

IDEAS BEHIND THE MAP

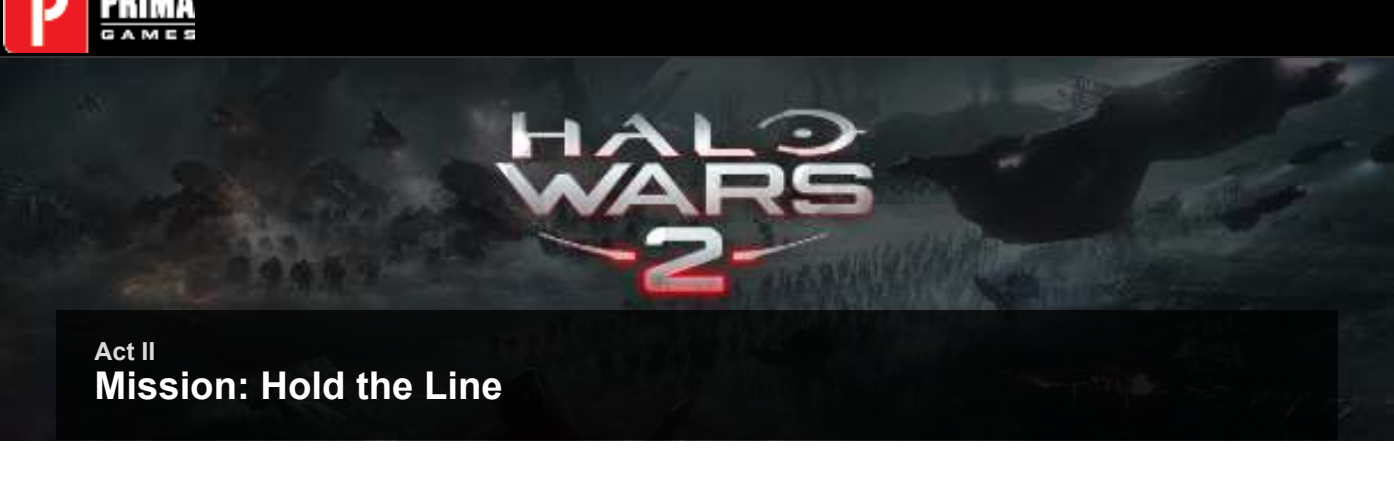
The map was intentionally kept quite open for armies to move through, and also to support the Scarab attack at the end of the mission. The goal was always to do a classic Normandy-style beach landing. It helped onboard the Locust unit too.

ROLE THE MISSION FULFILLS IN THE STORY'S ESCALATION

Our goal was to show that the Banished were not going to lie down and take a battering from the UNSC, and would go out fighting.

HOW THE MISSION EVOLVED OVER THE COURSE OF DEVELOPMENT

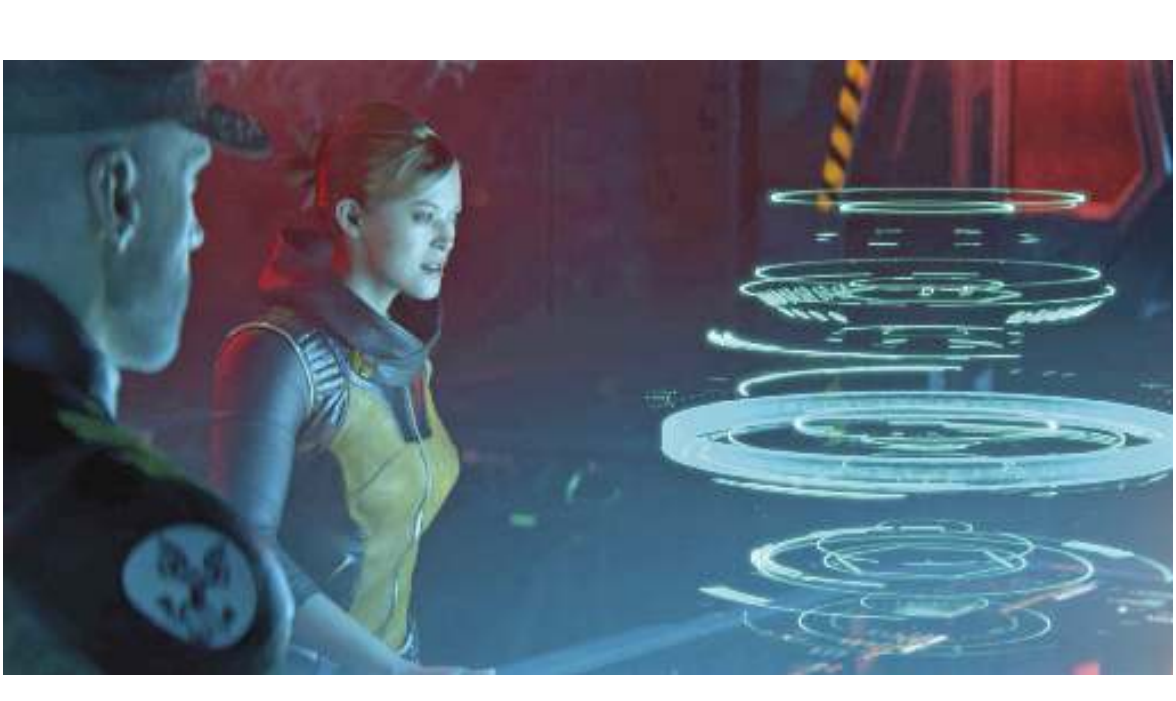
The mission stayed true to form through the entire process; it was always a beach landing. We wanted to show Locusts swarming out of the water, and have the player engage in a desperate defense of the area.



Act II

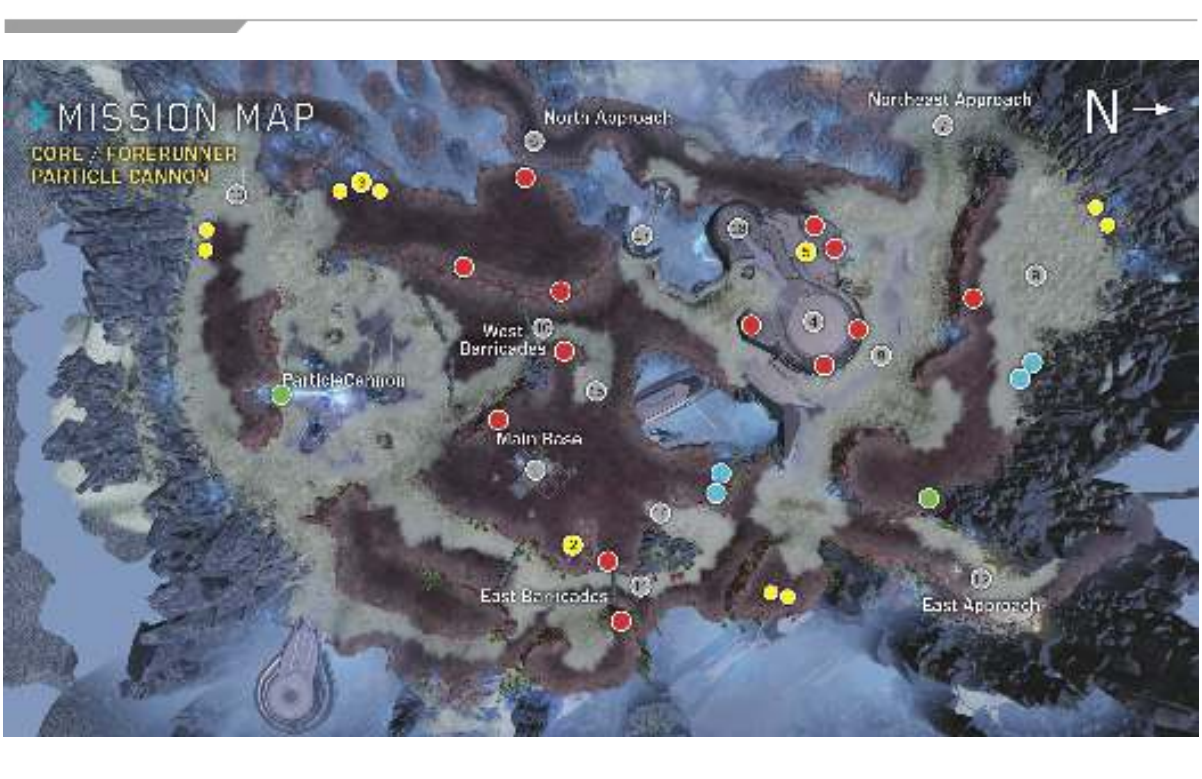
Mission: Hold the Line

The massive Banished carrier, *Enduring Conviction*, has engaged Spirit of Fire in a deadly battle that the aging UNSC capital ship is not equipped to win. With no portal to contact Earth, time is running out. Professor Anders discovers that the Ark itself may offer a solution for their escape. To buy the time they need, Isabel decides to put the enemy carrier in violation of the Ark's "rules"…and thus summon its ancient and terrifying defensive power. Doing so will require getting Isabel and Jerome-092 aboard the *Enduring Conviction* through the ship's shields.



PRIORITY TACTICAL ALERT
POINT DEFENSE OFFLINE
CRITICAL SYSTEMS STATUS
42

MISSION WALKTHROUGH



▼ MISSION SUMMARY

Protect the Forerunner Particle Cannon from the Banished until it breaks through the carrier's shields.

▼ SCOUTING REPORT

Build Turrets and deploy your army across Banished routes leading to the cannon.

▼ OBJECTIVES

PRIMARY

- Defend the Particle Cannon

OPTIONAL

- Build on all available base plots
- Keep the barricades intact

BONUS

- Kill five units with Turret Drop
- Kill 10 enemies with the lightbridge

PAR TIME

- 31:55

▼ EXTRAS

SKULLS AVAILABLE: 2

PHOENIX LOGS: 2

▼ MAP LEGEND

① Start: Main base

② - ③ Power Nodes

④ Minibase site

⑤ Power Node

⑥ North approach

⑦ Northeast approach

⑧ Choke point (northern approaches)

⑨ Minibase site

⑩ West barricades choke point

⑪ East barricades choke point

⑫ East approach

⑬ Minibase site (add Armory)

⑭ Base entrance (east)

⑮ Base entrance (west)

⑯ Lightbridge control console

⑰ Lightbridge

🔴 Open Turret slot

🟢 Phoenix log

🔵 Supply silo

🟡 Power Node

● Power silo

Professor Anders mans the control console of a towering Forerunner Particle Cannon discovered via the Cartographer. Its thundering blasts cannot destroy the *Enduring Conviction*, but they can disable the ship's shields long enough for Jerome and Isabel to slip aboard. In response, Atriox is making an all-out attempt to destroy the cannon. As the mission opens, your Spartan, Douglas-042, leads a UNSC team tasked with defending the site as Anders fires the big gun.

ADVANCED WARNINGS

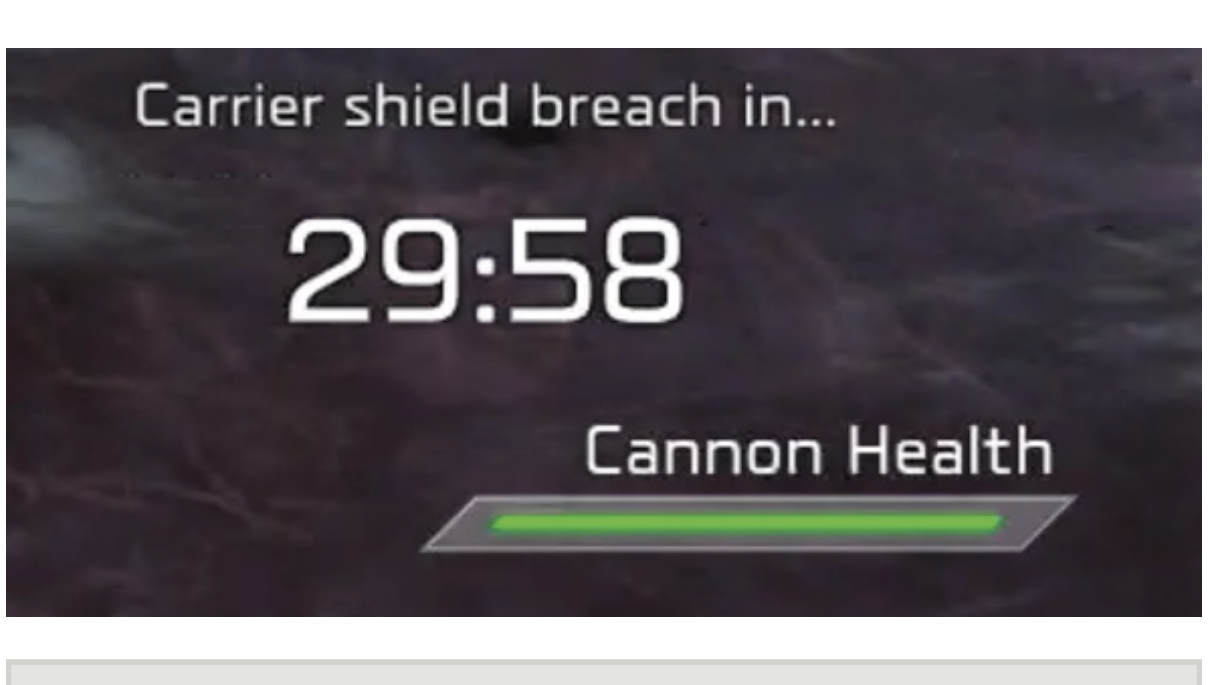
A network of sensors out in the field is monitoring enemy movement. Whenever the Banished make a push to the site, Anders gives Douglas a heads-up on the enemy's direction and unit composition. Listen carefully for her reports!

‣ Overall Strategy

Atriox's assault on the Particle Cannon site starts slow but gradually builds to a feverish intensity. The key to success is to use the early lulls to (in this order) rapidly accumulate resources, develop your defensive infrastructure, and then raise your Tech Level and Population cap. Once your income is flowing fast, your Turret network is built, your Tech Level is 3, and your POP cap is at 120, you can crank out a powerful, upgraded defensive army that can shatter any Banished incursion.

‣ Primary Objective: Defend the Particle Cannon

At the mission's start, a green cannon health bar appears in the upper right corner. After the Particle Cannon fires and makes a confirmed hit on the *Enduring Conviction*, a 30:00 timer appears onscreen and starts counting down, marking the time until your cannon fire breaches the enemy carrier's shield. As the mission progresses, Atriox sends columns of Banished troops to attack the Particle Cannon; any enemy hit on the cannon drains its health bar. Your job is to keep the cannon health bar from draining to zero before the Carrier Shield Breach countdown timer hits zero.



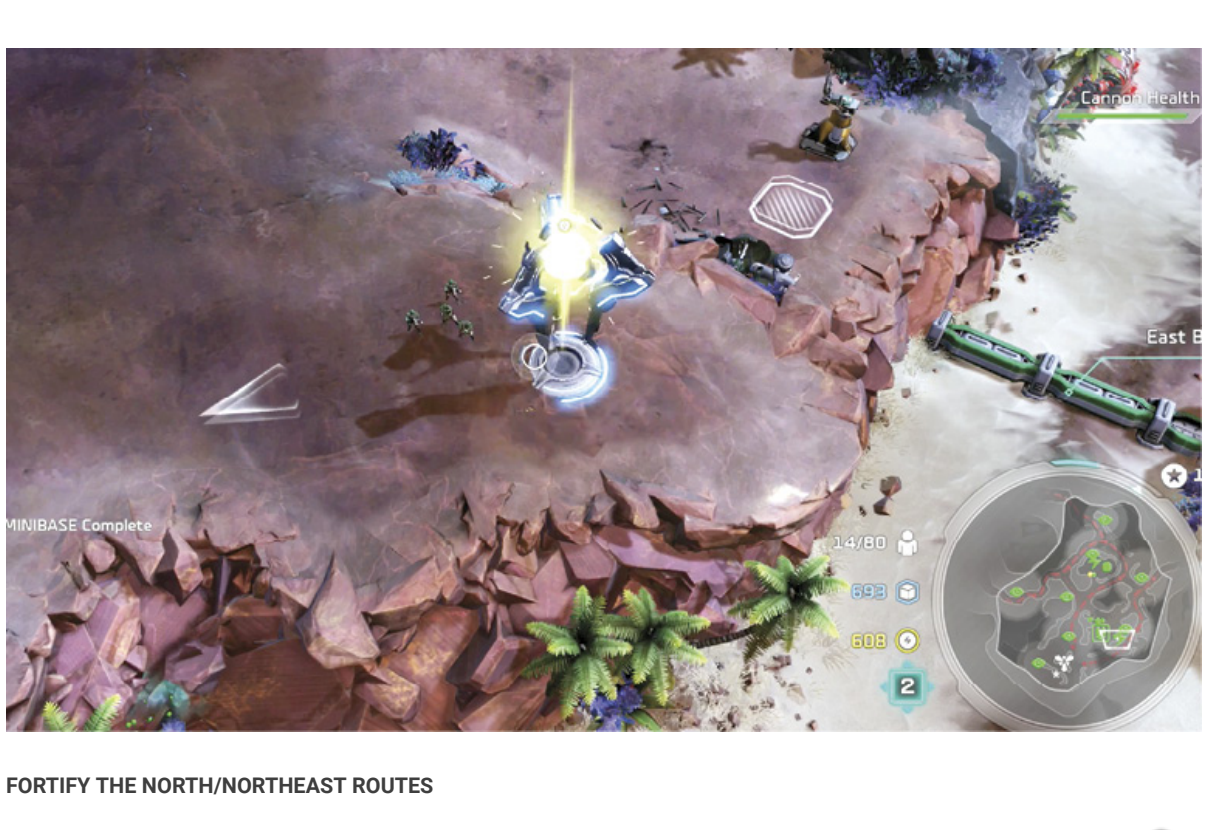
SKULL COLLECTOR

You earn a Skull in "Hold the Line" if you can keep the cannon health bar above 50 percent.

CAPTURE THE THREE POWER NODES

The initial Banished assault launches in two minutes, so move fast. The first thing you need, as always, is resources. To "hold the line" against Atriox's hordes, you need a lot of Turrets and units and upgrades, and therefore a robust Supply/Power inflow to get that job done.

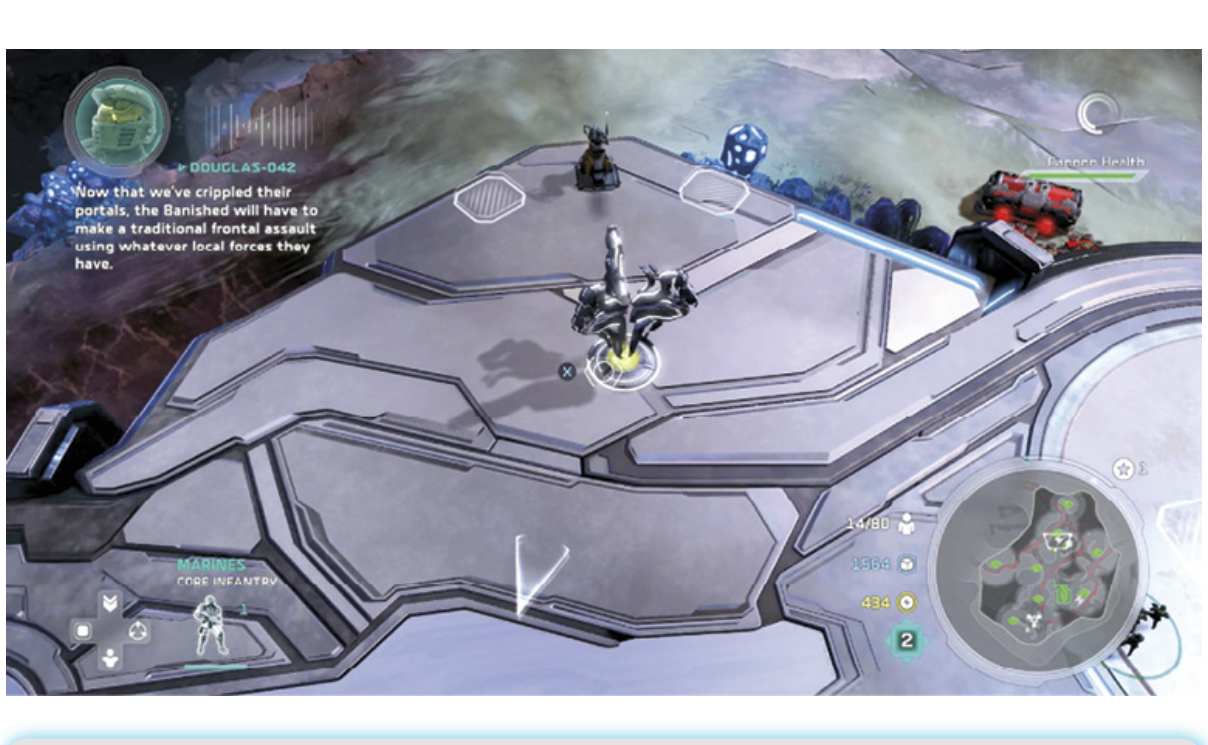
You start out lean at your main base, a five-socket Combat Station ① (Tech Level 1) guarded by Douglas, some Marines, a Warthog, and a Hornet. Immediately add two Supply Pads and a Generator, then send Douglas to capture the nearby Power Node ②. Send the Marine squad down the ramp to the southeast, heading past the Particle Cannon to capture another Power Node ③. Check back on these Marines after the capture is complete; use them to destroy the four Power silos in the immediate area and collect the pickups.



FORTIFY THE NORTH/NORTHEAST ROUTES

Make a Fast Camera move to the raised metallic platform, where you find Marines standing next to an empty base slot ④. Send the squad directly to capture the nearby Power Node ⑤. Note that this raised platform features five empty Turret slots overlooking the road below. The first few Banished advances are infantry columns that approach via the northern ⑥ and northeastern ⑦ routes, and they march right down the road past the platform.

Drop Turrets into all five slots if you have enough Supply to afford it. If not, come back a bit later and finish the job—controlling this passage ⑧ with Turrets in the early going gives you time to develop a stronger economy and army for the later stages of the mission.



DOUGLAS-042

Now that we've crippled their portals, the Banished will have to make a traditional frontal assault using whatever local forces they have.

TIPS FROM THE TESTERS

Find good choke points and meet the Banished there.

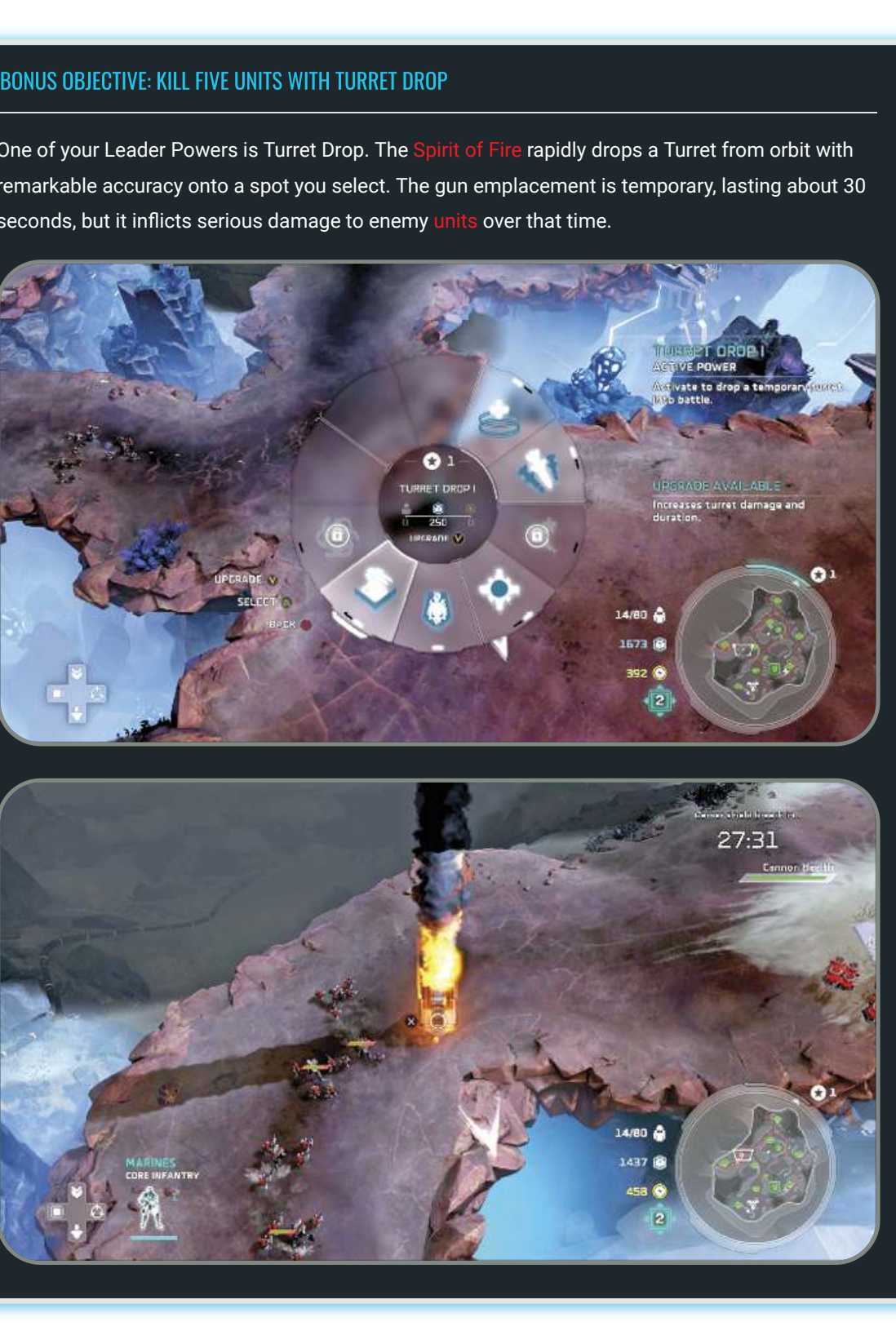
One more note: when you've accrued more income, return to upgrade *all* these platform Turrets. Over the course of the mission, the Banished forces that funnel past include both infantry and armored units, so create a nice mix of Anti-Infantry and Anti-Vehicle Turrets to rain hellfire down on them.

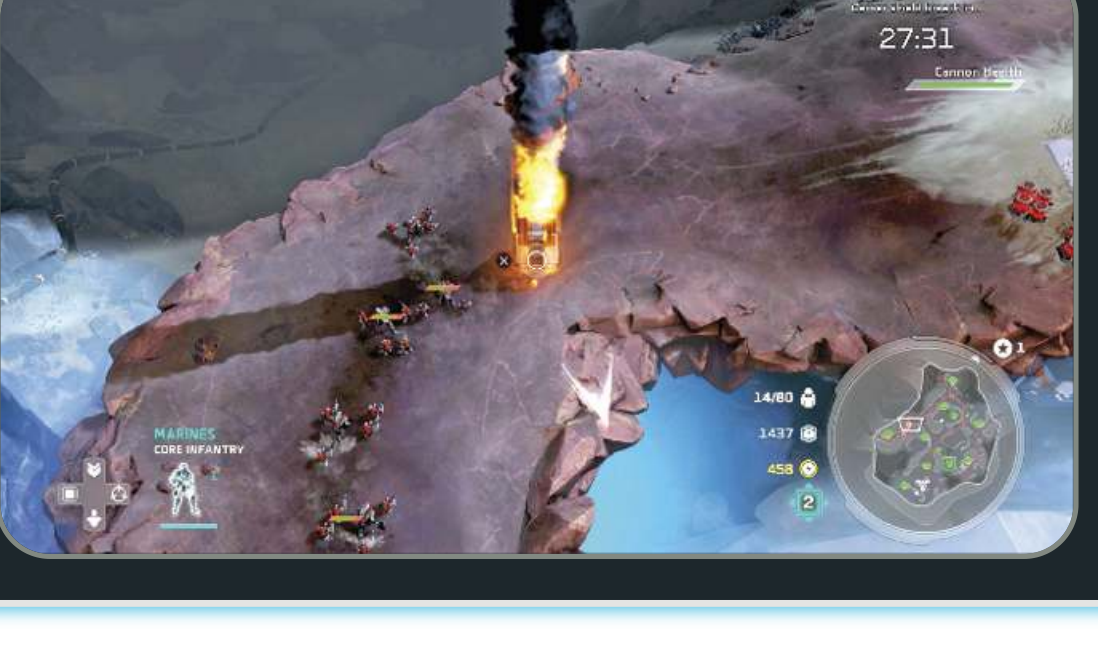
INTERCEPT ATRIOX'S INFANTRY: NORTH

When the Carrier Shield Breach timer hits the 28:00 mark, Atriox sends his first assault column; Anders reports that infantry coming from the north ⑥. This first attack consists of numerous Grunt squads, followed by pairs of Hunters, and then some Jump Pack Brutes who leap up onto the platform near the Power Node ⑤ and attack your garrison there. Your Turrets (if you built enough of them) will grind up most of this wave. You can also wipe out enemies using Leader Powers, including the handy Turret Drop.

BONUS OBJECTIVE: KILL FIVE UNITS WITH TURRET DROP

One of your Leader Powers is Turret Drop. The Spirit of Fire rapidly drops a Turret from orbit with remarkable accuracy onto a spot you select. The gun emplacement is temporary, lasting about 30 seconds, but it inflicts serious damage to enemy units over that time.





But to make perfectly sure these fools never get near your base or barricades, send your starter units from the main base ① (Douglas, a Warthog, and a Hornet), plus any free Marines (some may be scouting or capturing Nodes for you) to the narrow northern passage ⑧. This team can easily intercept any Banished infantry that manages to survive the deadly Turret gauntlet you've created on the approach route.

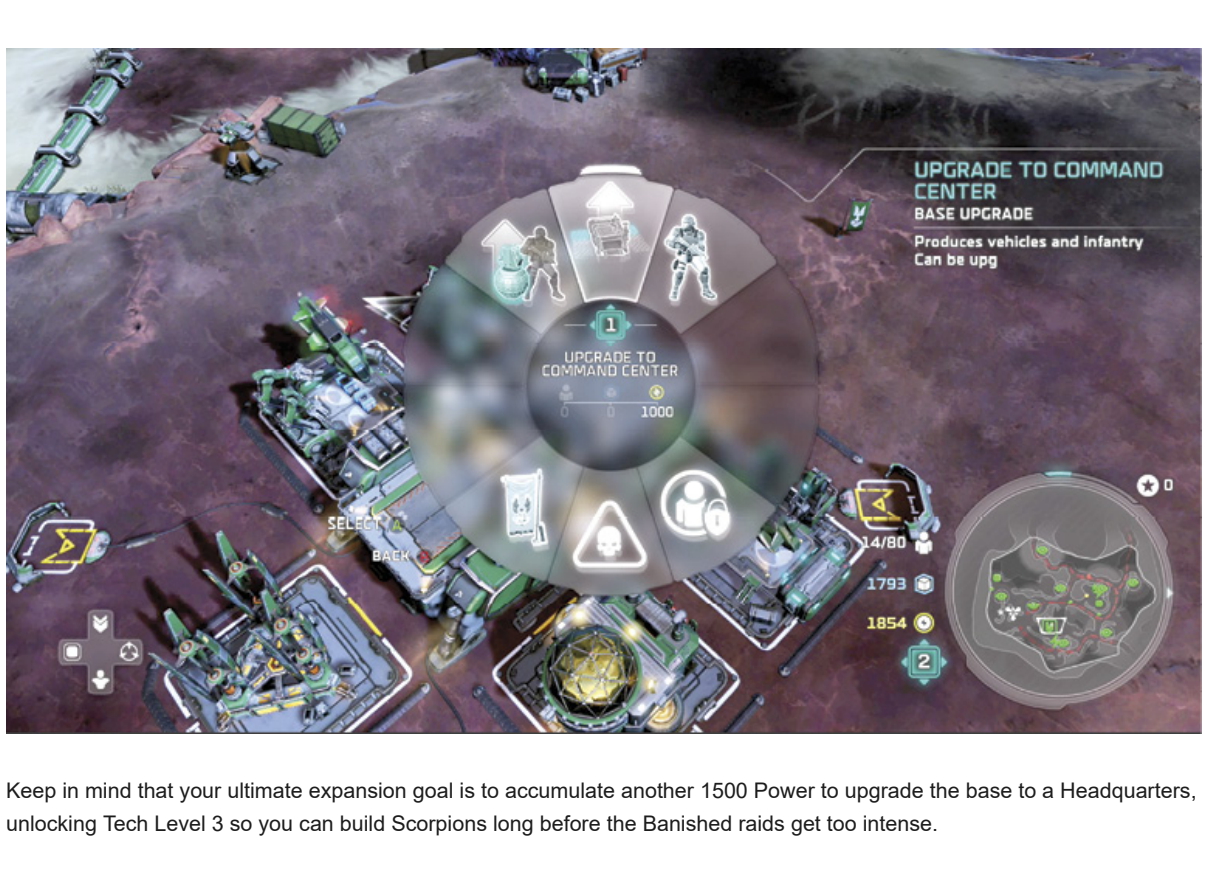
INTERCEPT ATRIOX'S INFANTRY: NORTHEAST

At the 24:00 mark, Anders calls out a new wave of infantry, this time approaching from the northeast ⑦. These include Elite Ranger marksmen in addition to the usual Grunts and Hunters. Position your Warthog down in the passage ⑧ so you can use its brutal Ram ability to cut a swath through enemy squads.

Remember, fighting from high ground gives ranged units some distinct advantages, so post Douglas on the platform and send the Marines up onto the cliffs to the road's right side (across from the platform). Doing this reveals another expansion minibase site ⑨, plus another Turret slot sitting atop the cliffs overlooking the passage. Drop a Turret into that new slot and then mop up any Banished stragglers who arrive.

UPGRADE YOUR INFRASTRUCTURE

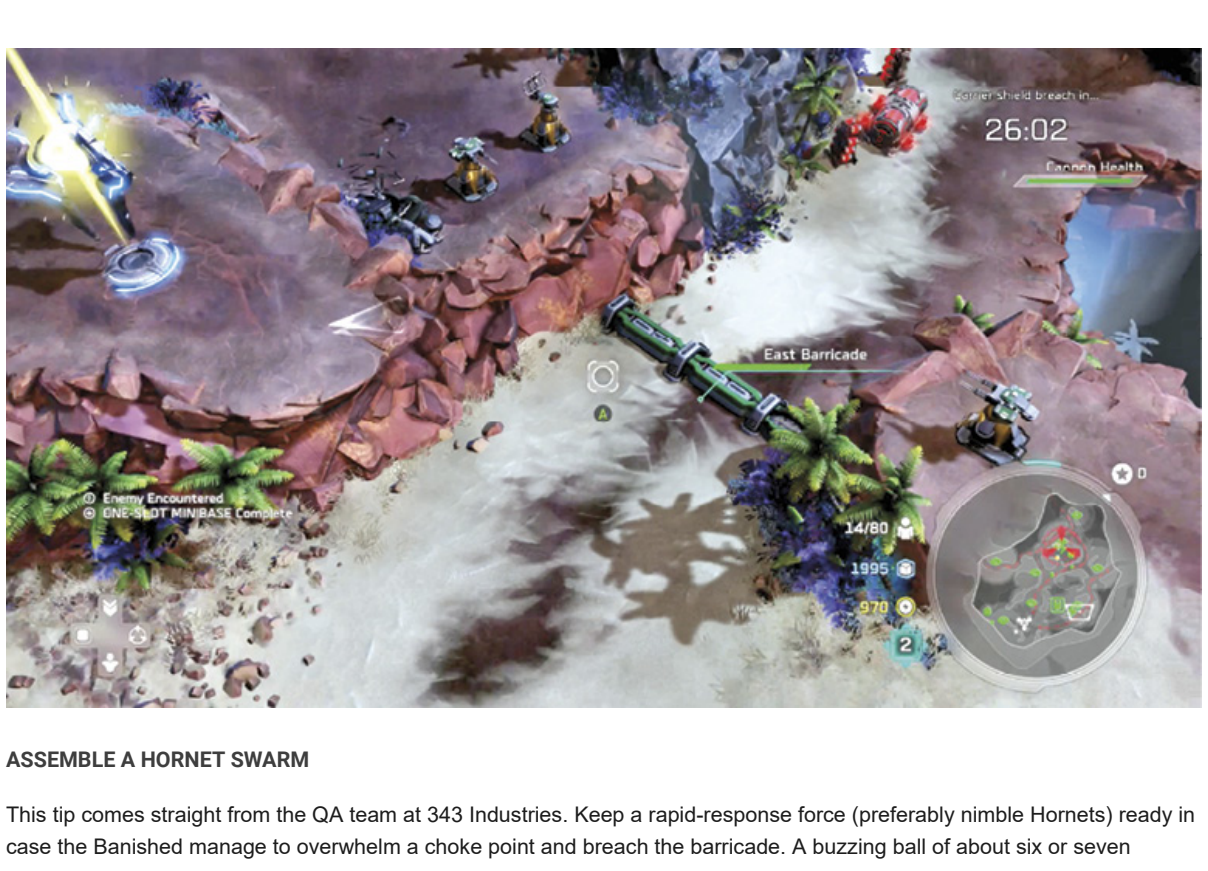
After you lay waste to these first few infantry waves, bring your choke-point team back to the main base. Douglas reports that you've bought some time to shore up your defenses. He's absolutely right. First, upgrade all your resource facilities (Supply Pad to Heavy Supply Pad, Generator to Advanced Generator) in order to accelerate inflow. With those Power Nodes captured as well, you'll soon accumulate the 1000 Power you need to upgrade your main base to a Command Center (Tech Level 2). Do that right away to gain two more facility sockets. Use those to add a Garage and an Airpad.


UPGRADE TO COMMAND CENTER
BASE UPGRADE
Produces vehicles and infantry
UPGRADE TO COMMAND CENTER
1000
14/80
1793
1854

Keep in mind that your ultimate expansion goal is to accumulate another 1500 Power to upgrade the base to a Headquarters, unlocking Tech Level 3 so you can build Scorpions long before the Banished raids get too intense.

FORTIFY THE TWO KEY CHOKE POINTS

The sprawling map in "Hold the Line" gives the Banished only two lanes into the big basin where the Particle Cannon is installed. Each lane leads through a choke point, one to the front ⑩ and one to the rear ⑪ of your main base. Each choke point features multiple Turret slots up on the high ground overlooking the lane, and each lane is barricaded by two sets of strong barriers. Start dropping Turrets into these slots. When you can, upgrade all Turrets to a staggered mix of Anti-Vehicle and Anti-Infantry Turrets.



ASSEMBLE A HORNET SWARM

This tip comes straight from the QA team at 343 Industries. Keep a rapid-response force (preferably nimble Hornets) ready in case the Banished manage to overwhelm a choke point and breach the barricade. A buzzing ball of about six or seven Hornets can move quickly to hot spots, soaring over cliffs and barriers, and lay waste to intruders. Their rotary autocannons inflict fearsome damage to enemy armored units like Ghosts, Wraiths, Marauders, and Locusts.

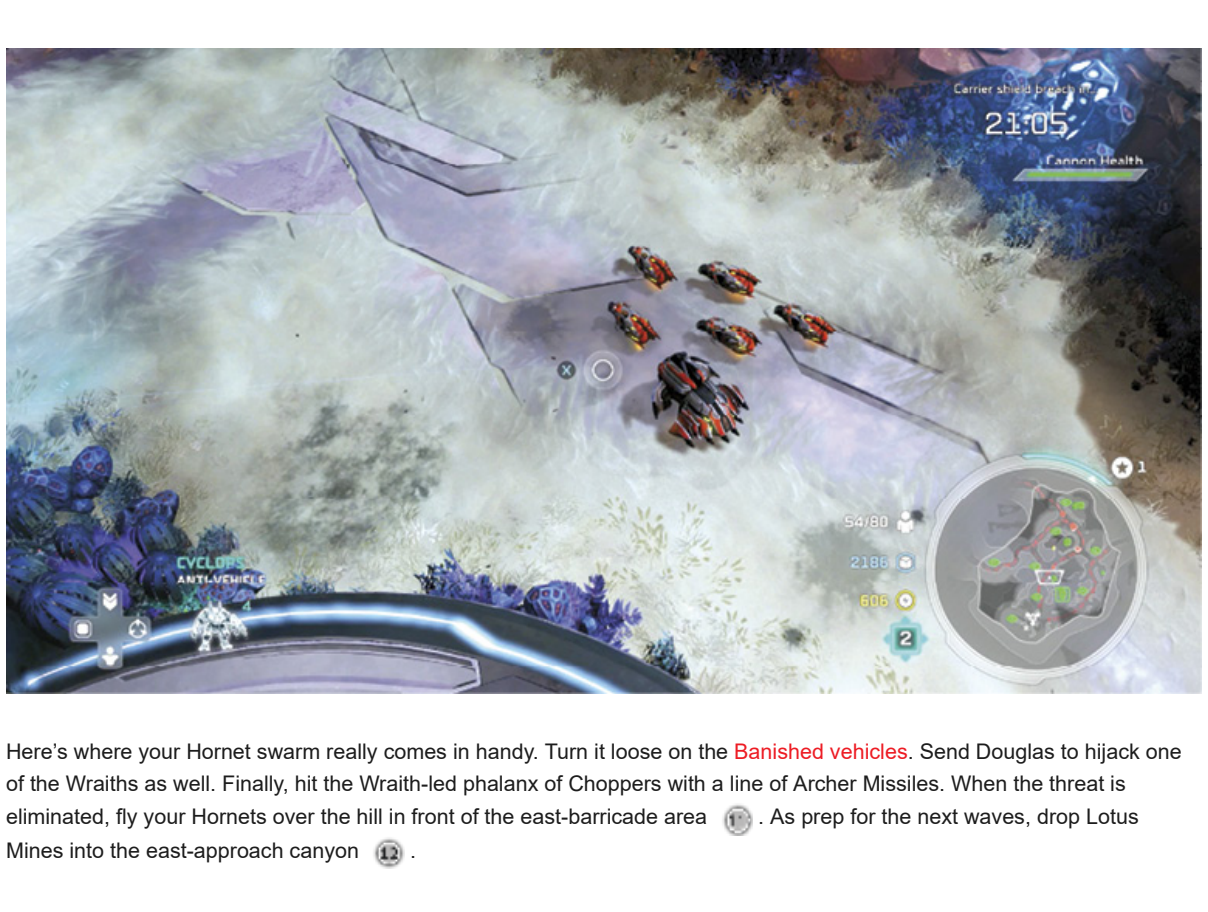
Put Hornets into the queue at your Airpad and rally them next to Douglas at the Command Center. Then queue up a Nightingale so you can float it right behind this main defense force when you deploy to a choke point.

DROP A TURRET INTO EVERY REMAINING SLOT

Once your choke points are secure, start scanning the map along the incoming routes. Cutter has Turret emplacements set up across the entire operations area. We highly recommend you install a Turret in every single available slot. (We've marked them all on our mission map.) As before, upgrade them into a 50/50 mix of Anti-Infantry and Anti-Vehicle Turrets.

INTERCEPT ATRIOX'S VEHICLE WAVES: NORTHEAST

At the 22:00 mark, Anders points out enemy armor incoming from the northeast ⑦. This column sends speedy Ghosts out in front of Wraith tanks supported by aggressive Chopper units. Your upgraded Turrets can winnow out a few enemy squads or degrade their unit health, but you need anti-armor troops to finish the job.



Here's where your Hornet swarm really comes in handy. Turn it loose on the Banished vehicles. Send Douglas to hijack one of the Wraiths as well. Finally, hit the Wraith-led phalanx of Choppers with a line of Archer Missiles. When the threat is eliminated, fly your Hornets over the hill in front of the east-barricade area ⑪. As prep for the next waves, drop Lotus Mines into the east-approach canyon ⑫.

IMPORTANT: INCREASE YOUR POPULATION CAP!

This one is a must. You'll produce Scorpions soon, and these tanks eat up Population cap space. The Marines you sent to capture the Power Node at ③ also revealed an empty base plot ⑬ from the fog of war. Drop in a One-Slot Minibase there, then add an Armory in the slot.

As soon as that facility is built, research Reinforcements I to raise your Population cap to 100. Later you can use the Armory again to research Reinforcements II, raising the cap to 120. Note that this minibase location is entirely safe as long as the Banished don't breach the barricades, so you can leave it unguarded.

Carrier shield breach in...
26:38
Cannon Health
MARINES
CORE INFANTRY

‣ Develop Superior Firepower

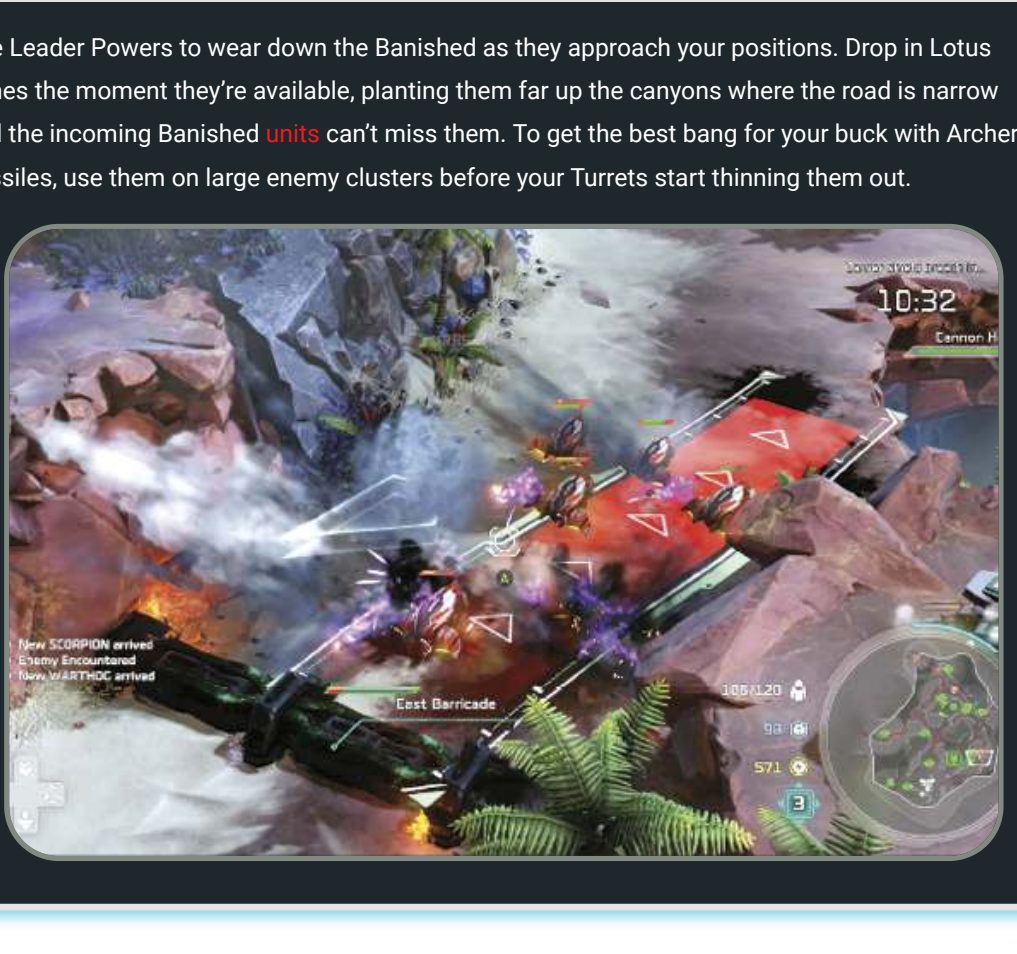
TECH UP TO LEVEL 3 AND BUILD SCORPIONS

As in the previous mission ("From the Deep"), upgrading your base from a Command Center to a Headquarters with Tech Level 3 can be the turning point in your favor. The key is to get it done before the Banished onslaught overwhelms your outer defenses and hits your main base…or threatens the Particle Cannon itself.

The moment you attain Tech Level 3, put as many Scorpions as you can into your Garage production queue. With three or four Scorpions parked at each of your choke points, the canyons become killing fields for Banished invaders.

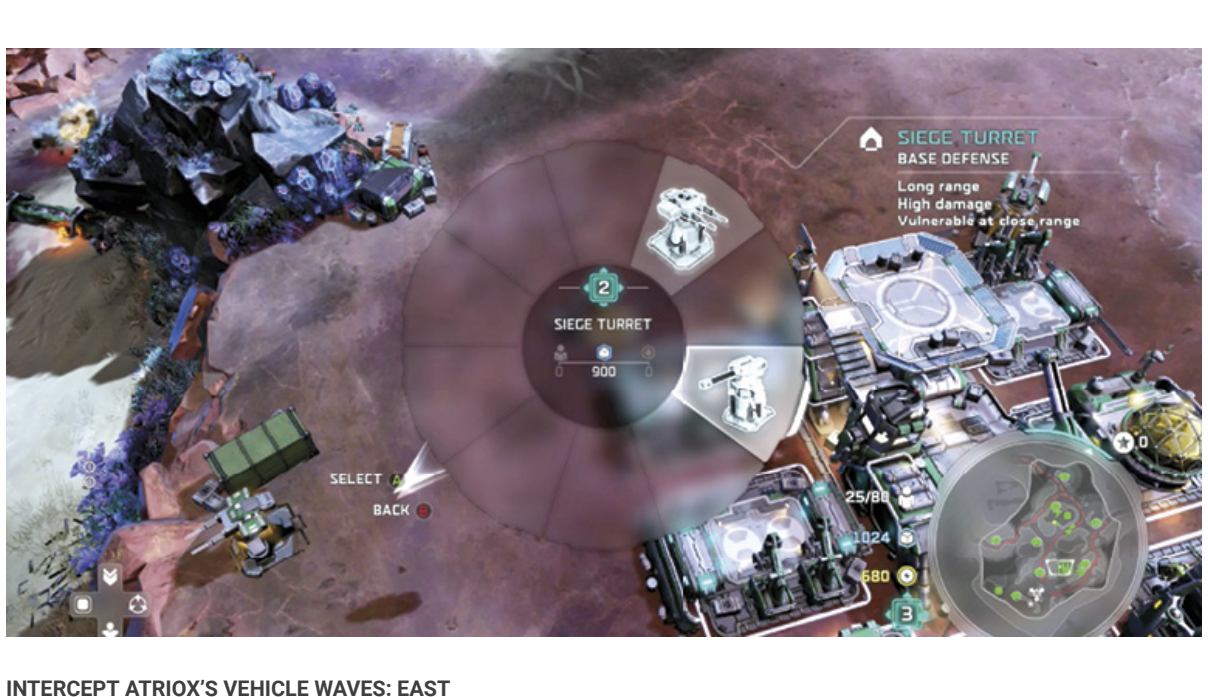
TIPS FROM THE TESTERS

Use Leader Powers to wear down the Banished as they approach your positions. Drop in Lotus Mines the moment they're available, planting them far up the canyons where the road is narrow and the incoming Banished units can't miss them. To get the best bang for your buck with Archer Missiles, use them on large enemy clusters before your Turrets start thinning them out.



GET SIEGE TURRETS IN PLACE

Instead of attacking the east/west barricades, some Banished units veer up the entry slopes ⑭, ⑮ and try to hit your main base instead. It's easy enough to rush your rapid-response Hornet squadron to counter this move. But you can gain added security by installing powerful Siege Turrets in all four base Turret slots. These long-range, slow-firing artillery systems hit with devastating power, often destroying targets before the enemy gets close enough to fire a shot!



INTERCEPT ATRIOX'S VEHICLE WAVES: EAST

Deploy any Scorpions you've got to the rightmost entrance ramp ⑭ into the base, and place Douglas, your Hornets, and any other units you have on the cliffs overlooking the choke point ⑪. At the 19:30 mark, a Banished maelstrom begins. Anders' monitors light up with enemy vehicles inbound from the east ⑫. Swift Ghost raiders form the spearhead for a platoon of Marauders, fast medium tanks armed with heavy plasma Turrets.

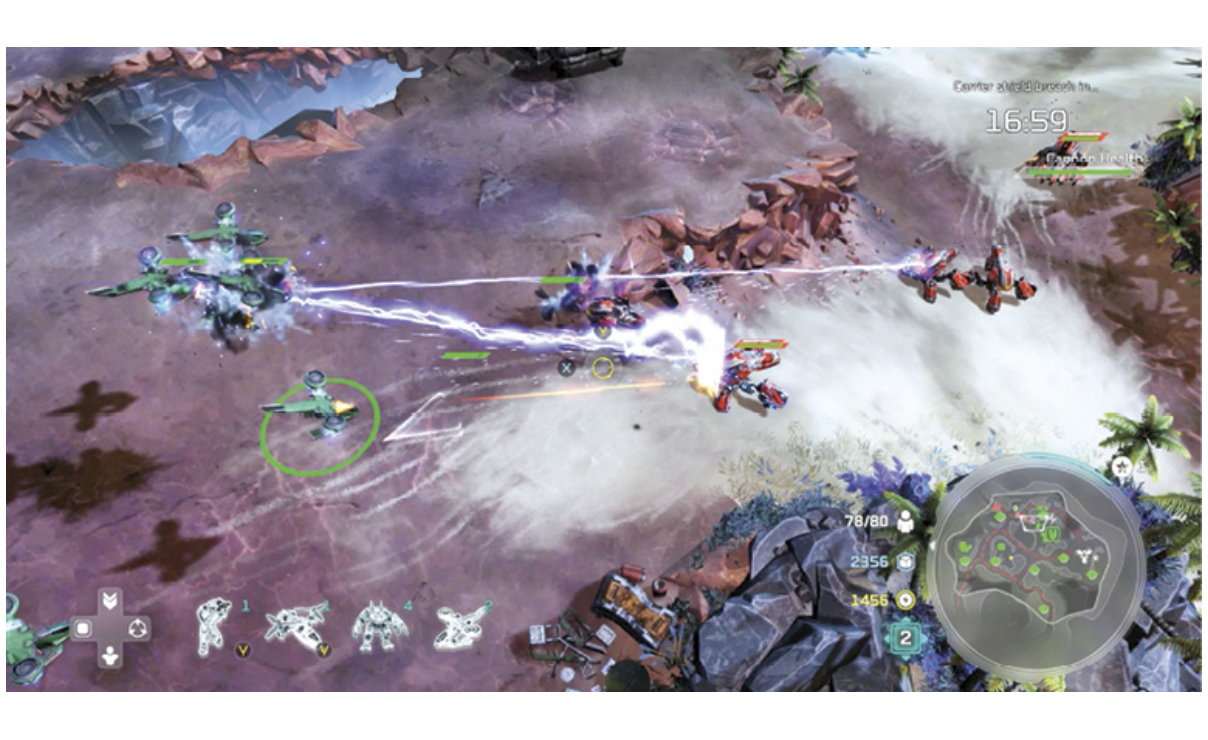
The east-approach route is much shorter, so this assault can reach the outer east barricade in just seconds. Set your Hornets loose, concentrating their fire on individual speeders and tanks. Take them out before they inflict any damage on the barricade.

TWO PHOENIX LOGS

One Phoenix log sits on the mesa overlooking the east-approach route ⑫, where Banished armored units flow into the basin. The other log sits on the short walkway running from the Particle Cannon platform to the control console where Anders fires the big gun. (See our mission map for exact locations.)

PROTECT YOUR HEADQUARTERS

Soon, a Wraith appears but veers away from the barricade trench to attack your main base! Your base Turrets (especially the Siege Turrets) can terminate the threat, but peel off a couple of Hornets from the barricade fight to help, just in case. Around 17:30, Atriox sends two pairs of Locust building-killers to the base ramp ⑭ to target your Headquarters as well. Drop Lotus Mines in their path or hit them with Archer Missiles, whichever Power you have available. Send Douglas and the Hornets to eviscerate the Locust plague, but be ready to return to the choke point for another mix of armored vehicles.



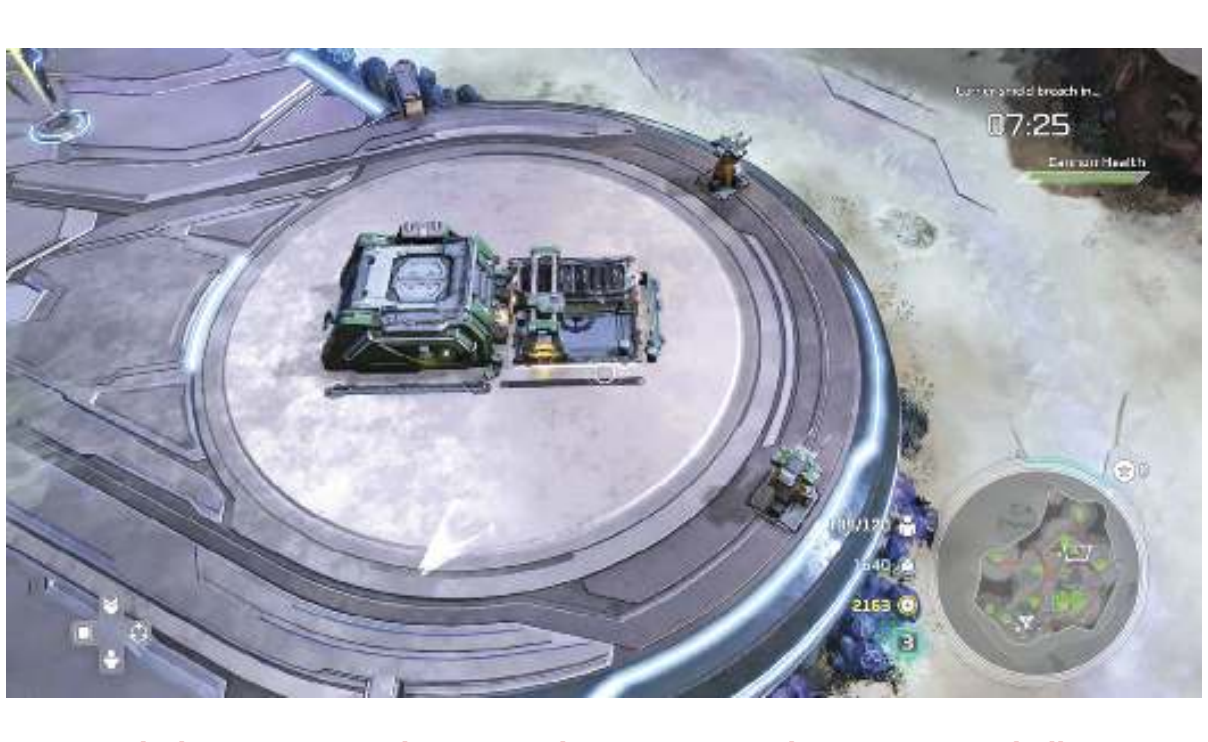
Meanwhile, keep producing vehicles from your Garage and Airpad. Hornets are excellent, but if you have Scorpions ready to go, keep them in your Garage queue and rally them to the choke points. Around 16:30, Atriox sends more armored vehicles from the east—Ghosts leading a trio of Locusts, with some Grunt infantry tossed in for good measure. This nonstop armor onslaught can break you if you're not ready to meet it with a robust Hornet squadron and a sizable Scorpion contingent. Don't forget that Douglas can hijack a Locust to help tilt the numbers to your side.

FOCUS TO THE NORTH/NORTHEAST

At 15:30, waves of Suicide Grunts and other ground troops start lumbering down from the north and northeast, just as Jump Pack Brutes head for your base from the east. Your base's Siege Turrets can handle the Brutes, so send Douglas, your Scorpions, and Hornets with any support troops you have (and preferably a Nightingale overhead) to the northern choke point ⑧ and start laying waste to a seemingly unending stream of infantry. More Jump Pack Brutes hit your base occasionally from the east, but trust your gun emplacements to keep the Headquarters safe. If the base gets in trouble, bring back a few Hornets to fix the situation.

‣ Optional Objective: Build on All Available Base Plots

Three One-Slot Minibase plots are available for development on the map. In this walkthrough, we've already built one minibase ⑬ to house our Armory. Later, after you've got your Headquarters and the two "barricade alley" choke points well-defended, drop in a minibase over on the raised metallic platform ④ and add another Garage in the slot; you can now produce two Scorpions at a time from your two Garages. Build the third minibase on the plot up on the northern mesa ⑨ and add a Supply Pad. (You need a *lot* of incoming Supply to build Scorpions.)



‣ Optional Objective: Keep the Barricades Intact.Completion Earns a Skull!

PREP FOR AIR RAIDS

In a few minutes, the Shipmaster will start diverting wings of his Banshee fighters to attack your Headquarters ①. Produce three or four Wolverines at the Garage in your main base and park them next to the base. You can also switch your base's front two Turrets to Anti-Air Turrets for added protection. After the Wolverines are ready, return to cranking out Hornets and Scorpions up to your Population cap of 120. (If your cap isn't 120 yet, start researching Reinforcements II at your Armory!)

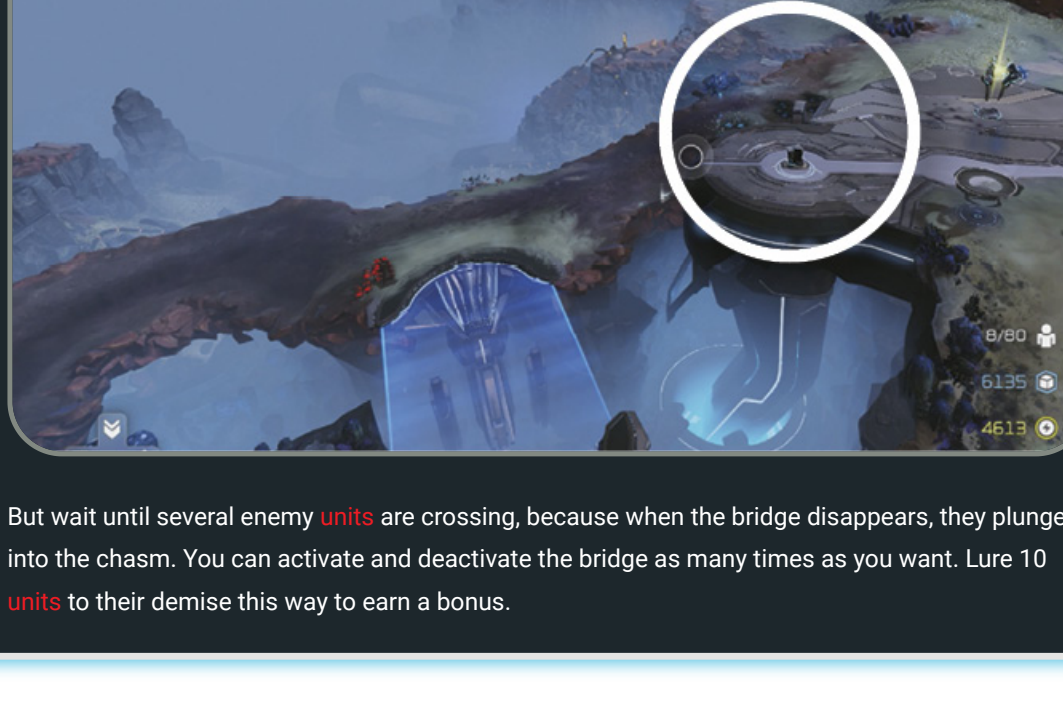
PLUG BOTH CHOKE POINTS FOR THE ENDGAME

Take some time to split your army into two balanced groups: one at the platform choke point ⑧ and one at your eastern base entrance ⑭. (Again, park all Wolverines at your base.) Each battle group should have a Nightingale overhead for repair, if possible. At the 12:00 mark, Anders reports that the carrier's shields are nearly breached: "I just need a little bit longer." Then she patches through a trash-talk voice-comm from Atriox himself.

At this point, you have about 60 seconds until all hell breaks loose. Use the time to buy every upgrade you can afford: Leader Power, vehicle, infantry, air. Make sure your troops are as fully healed as possible. Set rally points at each choke point so you can simply "train and forget" when you queue up replacement units in your Garage or Airpad—your new troops automatically march right into the battle zone.

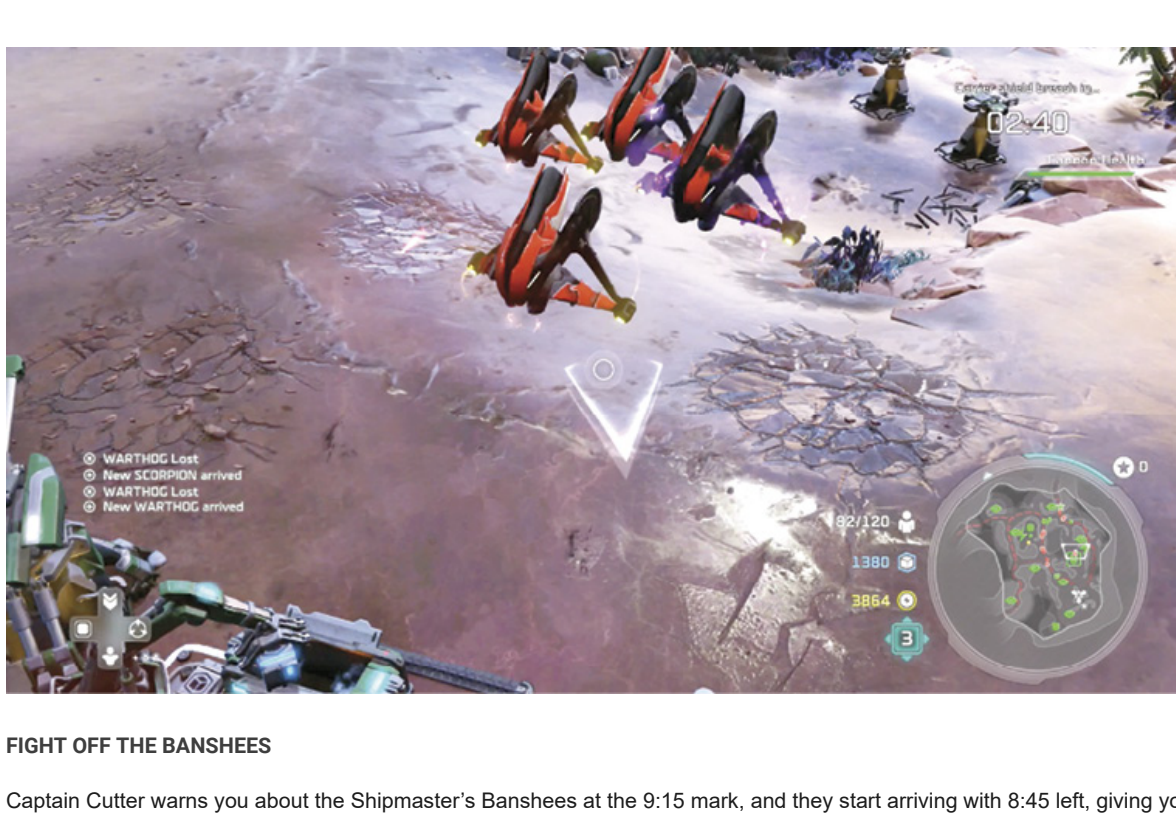
BONUS OBJECTIVE: KILL 10 UNITS WITH THE LIGHTBRIDGE

Late in the mission, you hear Anders report that the Banished have activated the area's lightbridge ⑰, giving them a direct route from the north that circumvents the west barricades. Get an infantry unit to the lightbridge control console ⑯ (circled in our shot) and use it to deactivate the bridge.



But wait until several enemy units are crossing, because when the bridge disappears, they plunge into the chasm. You can activate and deactivate the bridge as many times as you want. Lure 10 units to their demise this way to earn a bonus.

The last 11:00 of the mission is a woolly nightmare. If you're prepared, however, it can go remarkably smoothly, with no enemies threatening the Particle Cannon or even the barricades in the lanes leading to it. Switch back and forth as the heat rises or falls at each choke point.



FIGHT OFF THE BANSHEES

Captain Cutter warns you about the Shipmaster's Banshees at the 9:15 mark, and they start arriving with 8:45 left, giving you about 30 seconds to prepare…but if you're following this walkthrough, you're already prepared. Wing after wing of Banshees swoops in, and your Wolverines will shred each one. (If you're underprepared, you can always rush some Hornets and/or Marines back to help out.) If you lose a Wolverine, immediately put another one in your Garage production queue.

FIGHT OFF EVERYTHING ELSE

Now Atriox throws everything at you from all directions: Banshees, tanks, infantry, Jump Pack Brutes, you name it. In response, use every offensive tool at your disposal: Turret Drop, Archer Missiles, Lotus Mines, ODST Drop, unit special abilities. Hold nothing back as the timer counts down to zero.

DESIGNER OVERVIEW

"HOLD THE LINE"

SCULPTING THE BIG STORY BEATS

This mission begins a two-part epic. Players must disable the *Enduring Conviction's* shields and then, in the next mission, take down the mercenary carrier from within. "Hold the Line" forms the first part of that, where we take out the ship's shield. It's crucial for the UNSC to destroy the Banished carrier in order to gain mobility on the Ark, as shown in the "Lights Out" mission where they are peppered by Atriox's cleansing beam.

DECISIONS ABOUT WHEN TO INTRODUCE NEW GAMEPLAY TWISTS

The mission occurs at the same time that Jerome (with Isabel) moves toward a gravity lift to beam aboard the mercenary ship.

IDEAS BEHIND THE MAP

The map promoted the tower defense beats with directed travel for the Banished. The enemy columns filter through lanes toward the defensive barrier, giving you time to harass the attackers if you place as many Turrets as possible. Key expansion opportunities can be discovered to bolster resources for players with a careful eye.

ROLE THE MISSION FULFILLS IN THE STORY'S ESCALATION

The mission culminates with the carrier shield's destruction and transitions into the next mission, "Under the Dark," where Jerome must steal aboard the ship with Isabel.

HOW THE MISSION EVOLVED OVER THE COURSE OF DEVELOPMENT

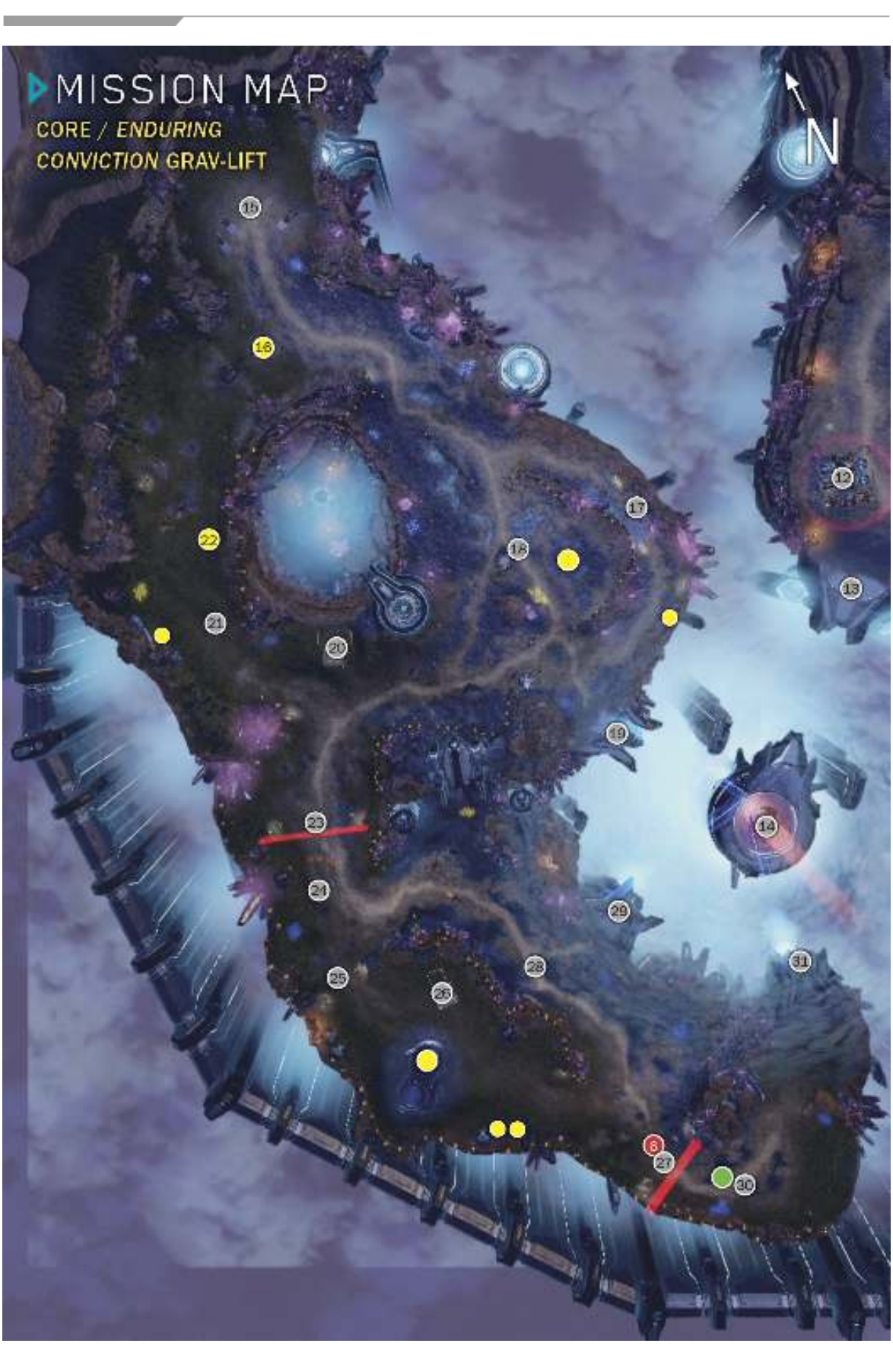
We simplified the mission over the course of development. After starting out with three or four key defensive points, we reduced that to just two. We found players struggled too much to defend the cannon with more than two defensive zones.

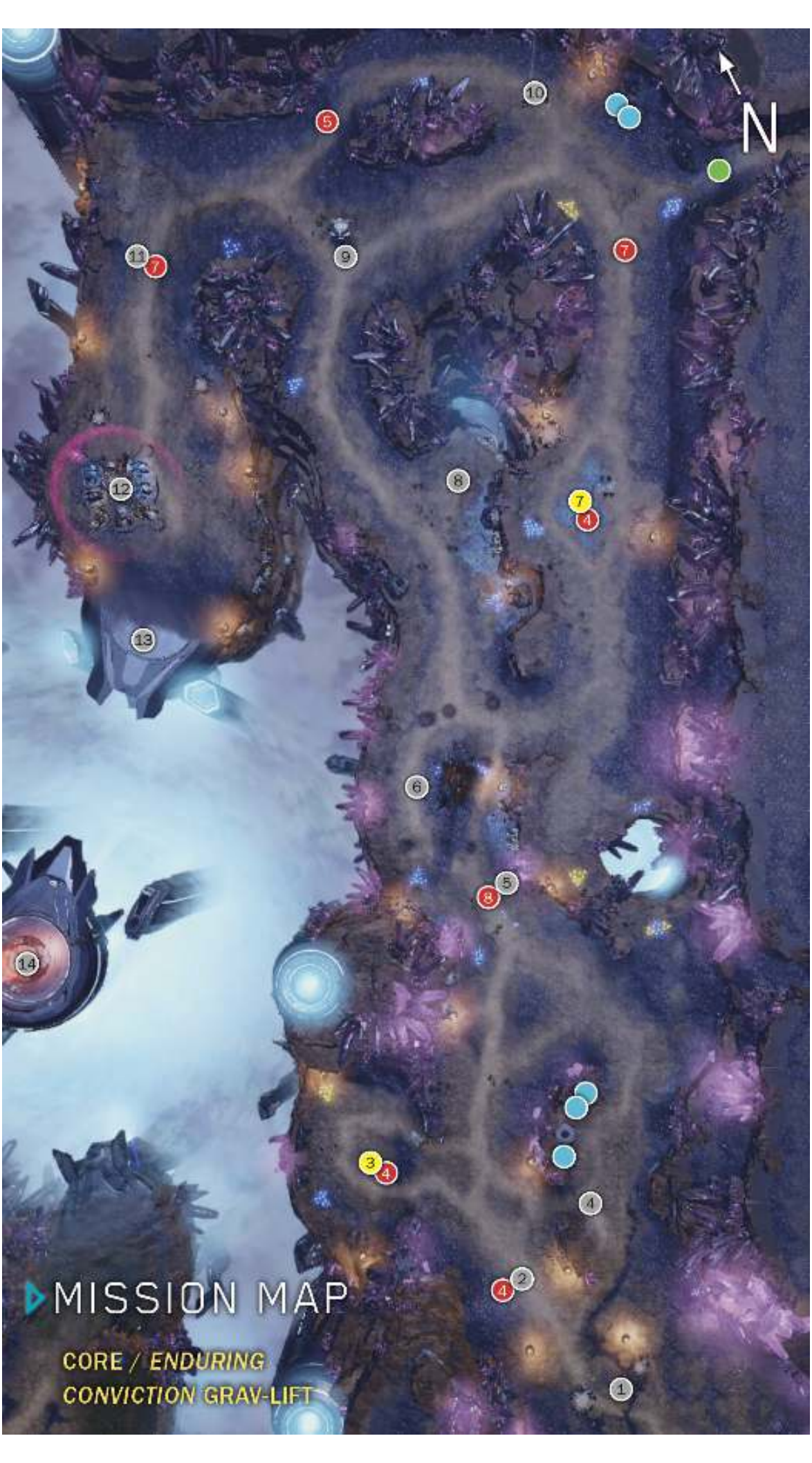
Act II

Mission: Under the Dark

The Forerunner Particle Cannon did its job, taking down the *Enduring Conviction*'s shield. Now it's up to Jerome-092 to escort Isabel aboard the fearsome capital ship for the next phase of the plan. On their approach to the carrier's gravity-lift platform, however, Reaver anti-air units knock a wing off their Pelican dropship. A team of UNSC Snipers deploys to rendezvous with Jerome at the crash site.

MISSION WALKTHROUGH





▼ MISSION SUMMARY

Infiltrate a Banished compound to board the carrier *Enduring Conviction*.

▼ SCOUTING REPORT

Use your Snipers to spot targets for your long-range Kodiak artillery.

▼ OBJECTIVES

PRIMARY

- Get Jerome and Isabel to the gravity lift
- Protect the Kodiaks
- Disable the Banished shield
- Deploy Kodiaks in the three designated areas
- Destroy the secondary Banished base

OPTIONAL

- Complete the mission without losing a Kodiak
- Eliminate all three Brute Warlords

BONUS

- Kill 50 Banished units with a UNSC Sniper
- Use Snipers to sweep for 50 plasma mines
- Kill 30 Banished units with the Kodiak
- Kill Banished units with an orbital strike

PAR TIME

- 50:00

▼ EXTRAS

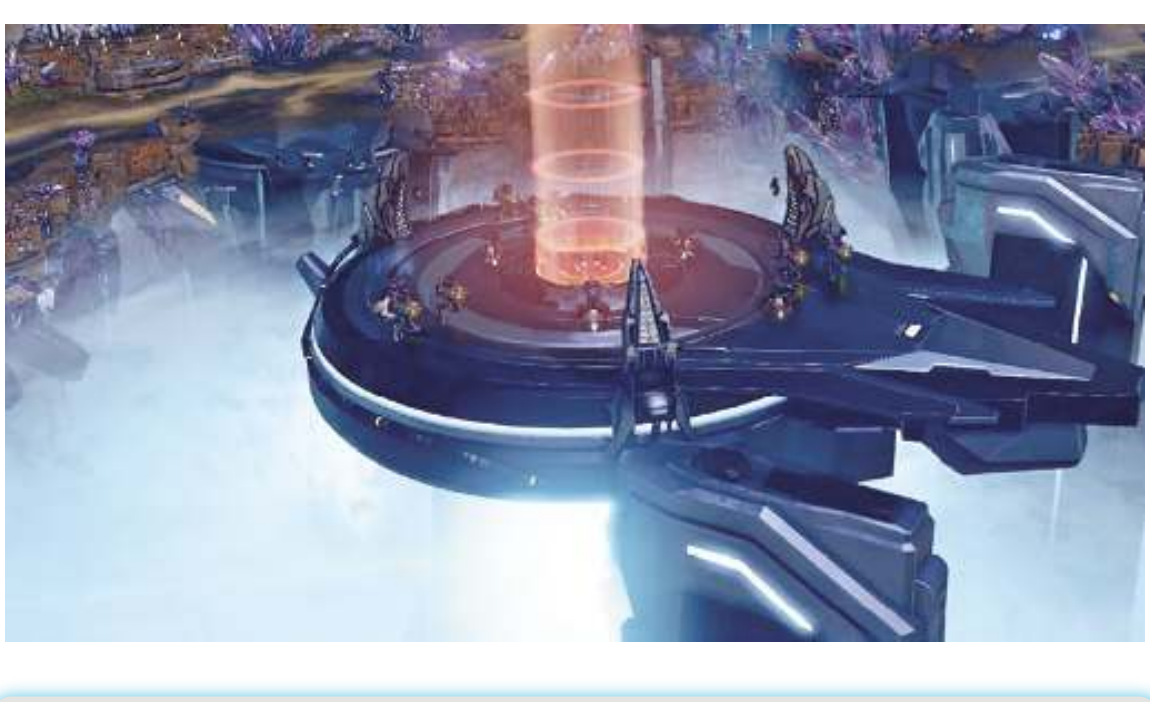
SKULLS AVAILABLE: 1

PHOENIX LOGS: 2

▼ MAP LEGEND

① Start: Main base
② Plasma mines
③ Power Node
④ Ramp to Supply silos
⑤ Plasma mines
⑥ Pelican crash site (Jerome start)
⑦ Power Node
⑧ Minibase site
⑨ Garrison
⑩ Brute Warlord
⑪ Minefield
⑫ Main Banished base
⑬ Jerome finish
⑭ Gravity-lift platform
⑮ UNSC base (Alice start)
⑯ Power Node
⑰ Left fork
⑱ Right fork (garrison)
⑲ Kodiak deployment area
⑳ Minibase site
㉑ Brute Warlord
㉒ Power Node
㉓ Shield gate (Turrets)
㉔ Deploy Kodiaks here
㉕ Banished Turrets
㉖ Minibase site
㉗ Shield gate
㉘ Wraiths
㉙ Kodiak deployment area
㉚ Brute Warlord / Banished secondary base
㉛ Kodiak deployment area
● Plasma mine cluster(number of mines listed in circle)
● Phoenix log
● Supply silo
● Power Node
• Power silo

The mission opens ① with a blazing firefight. You control four Snipers—two inside the nearby garrisons, and two outside. Snipers are specialized marksmen, particularly lethal against infantry targets; each Sniper has a spotter drone with a red targeting laser to help the rifleman pinpoint targets. But to use Snipers best, you need to "micro" (as in "micromanage") their actions a bit more than other types of units. Check out our "Tips from the Testers" for more on this.



> **TIPS FROM THE TESTERS: SNIPERS**
>
> Good micro'ing keeps Snipers alive. Maintain your distance from enemies to leverage the Sniper's superior range and accuracy advantages. He can usually nail targets well before they can hit him back. A good tactic: fire and retreat, staying outside the target's more limited range until the foe falls.

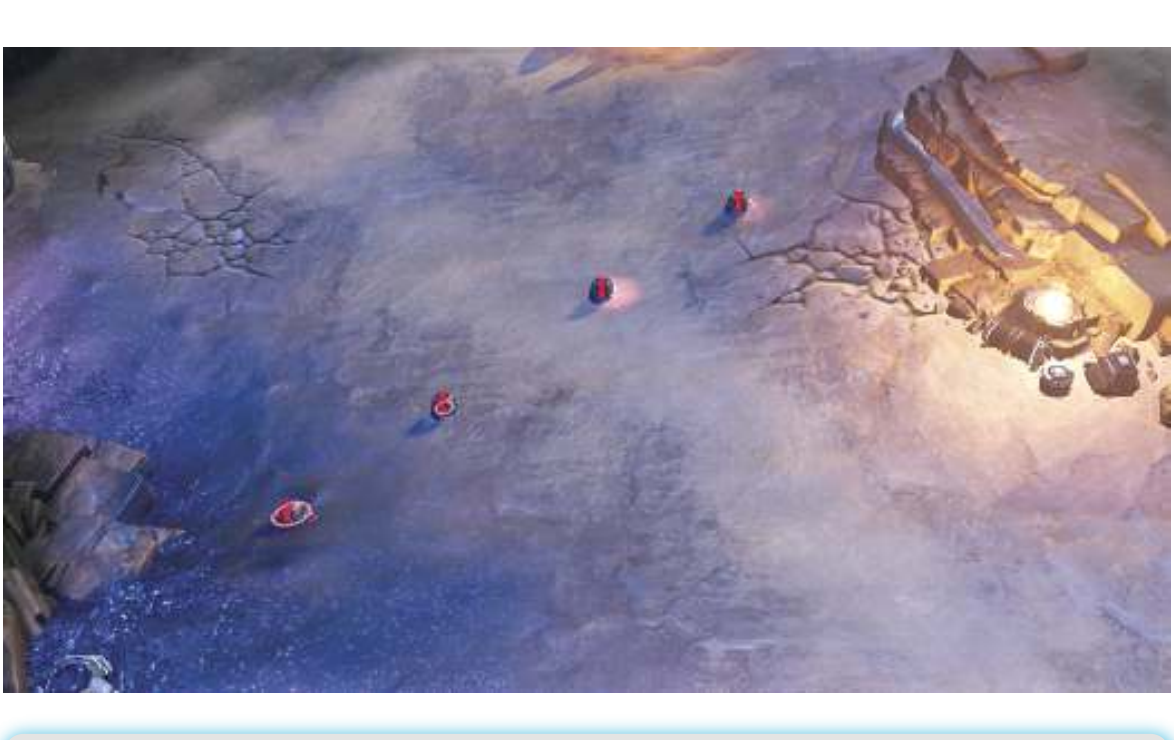
‣ Bonus Objective: Kill 50 Banished Units with a UNSC Sniper

Your first foes are Grunts and Hunters. One of the garrisons contains an open slot, so you can either put another Sniper inside its cover or leave him out and practice your micro skills. Let your garrisoned shooters fire at will; select the two outside Snipers and concentrate their fire on individual targets. In most cases, two or three solid Sniper shots take down an infantry squad. Practice moving Snipers after every shot they take.

When the Banished Suicide Grunts appear, be ready for their aggressiveness. Their entire purpose is to fling themselves at enemies and self-detonate, so keep your distance. Fire and pull back, then fire again. Of course, *all* units should stay at range against Suicide Grunts, but this effort is good practice for managing Sniper teams.

‣ Bonus Objective: Use Snipers to Sweep for 50 Plasma Mines

The moment you clear the passage, the Banished deploy a row of four cloaked plasma mines just up ahead ②. These munitions can be targeted and destroyed from a safe distance, but only if spotted by a detection unit. Snipers can detect cloaked objects and units, but if you give them long-distance movement orders, they can walk right over the mines anyway. (See our Tip.)



> **STEP CAREFULLY IN MINED AREAS**
>
> The Banished have planted cloaked plasma mines throughout this area. When deploying units, keep Snipers out front for their detection and long-sight abilities, and move in small "steps"—that is, advance toward destinations in a series of short movements instead of clicking far ahead. This way your Snipers can spot cloaked mines and shoot them from a safe distance.

Because you viewed the actual deployment of this first cluster of mines, you can move your four Snipers in small increments toward the exact spot until the row is visible. Then target each mine to destroy it. Going forward, however, you don't get such a handy preview of plasma mine placements. You need to step carefully. This can be tricky if enemy units are also engaging you in a firefight. (Check our mission map to see where plasma mine clusters are located.)

CAPTURE THE POWER NODE

After you destroy all four mines, proceed carefully down the canyon. Squads of Hunters, regular Grunts, and explosive Suicide Grunts are patrolling the area, so push forward in small steps to let your Snipers spot targets from a distance and take shots from long range. This way you can terminate individual targets quickly, before they can approach and engage you. If a larger group advances on your Snipers, keep pulling backward to stay out of the enemy's range while your marksmen nail them from afar.

Fight your way up the left side of the canyon to spot a Banished-controlled Power Node ③ in a clearing on the left. Approach in small steps to spot the plasma mines—four of them—circling the Node. Destroy all four, then send one Sniper to capture the Node to start your Power inflow for the mission. Send your other Snipers to snag the Power/Supply pickups scattered in the clearing.

> **CAPTURING ENEMY-CONTROLLED NODES**
>
> Remember that capturing a Node under enemy control is a two-step process. First, you "de-capture," or remove the enemy's control—the onscreen counter rises from zero to 100 percent. Then you capture the Node for yourself—the counter rises *again* from zero to 100 percent.

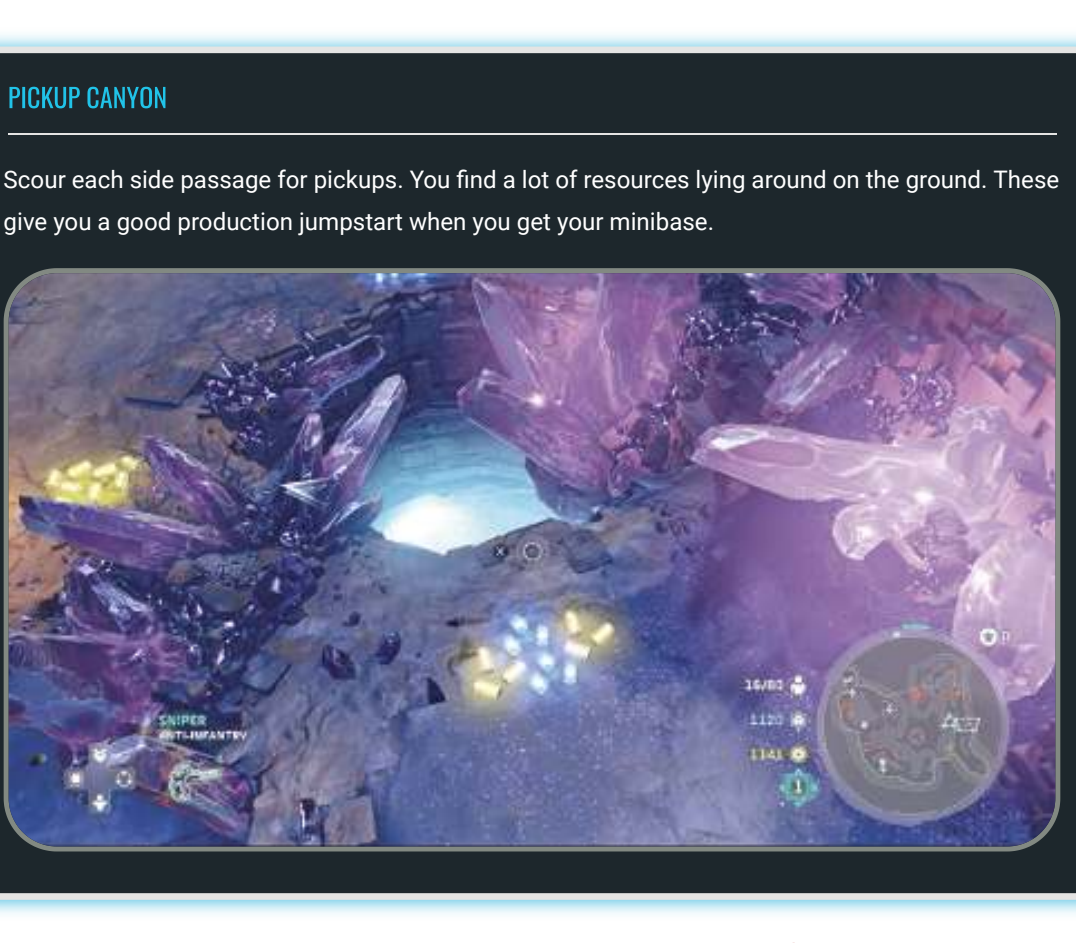
GET TO THE CRASH SITE

After the Node is captured, exit the clearing and head up the opposite ramp ④ to find some Banished Supply silos to whack; collect all the pickups. Work your way up the canyon in small steps, collecting more scattered pickups and keeping a sharp eye out for another cluster of eight plasma mines ⑤. Soon you spot Jerome at the Pelican crash site ⑥, bashing a Brute. Add Jerome to your Sniper team.

‣ Optional Objective: Eliminate All Three Brute Warlords

Atriox has deployed three tough Brute Warlords ⑩, ㉑, ㉚ to patrol the area. You can pick up extra mission points and earn a Skull for eliminating all three of them. Warlords are tough Hero-level units, so don't tangle with them unless you've got a strong squad, preferably with a Spartan leader taking point.

> **PICKUP CANYON**
>
> Scour each side passage for pickups. You find a lot of resources lying around on the ground. These give you a good production jumpstart when you get your minibase.



‣ Primary Objective: Get Jerome and Isabel to the Gravity Lift

SPOT THE BANISHED BASE

Just past the Pelican crash site, the canyon splits into two forks. An efficient route: first, take the right fork and carefully approach another Power Node ⑦. Have your Snipers spot and shoot the four mines around the Node, then capture it. Now double back and head up the left fork. This triggers a quick scene: Isabel points out a Banished base blocking your route to the grav-lift. Then the *Spirit of Fire* automatically drops in a Two-Slot Minibase ⑧ with a Barracks and Supply Pad already slotted in. Cutter also delivers a trio of Kodiak M400 self-propelled artillery units.

‣ Primary Objective: Protect the Kodiaks

Your next goal is to work your Snipers down to the Banished base so they can spot targets for the Kodiaks, which can hammer the base into cinders. While you do this, you must also protect the Kodiaks from aggressive enemy forays. (The three Kodiak health bars appear onscreen at the upper right.) With two captured Power Nodes already generating Power flow and lots of other resource pickups in your bank, you can immediately upgrade your Supply Pad and train a sizable force of Marines and Snipers. Then divide your force into a Spartan-led, Sniper-filled strike team and a mixed-unit defense team. We also suggest you buy the Infantry Upgrade I to give your small army a 10 percent boost in health and damage output.

> **BONUS OBJECTIVE: KILL 30 BANISHED UNITS WITH THE KODIAK**
>
> Kodiak mobile artillery units can hit with fearsome power from great distance, but they can't hit what they can't see. Use cloaked Snipers to sneak close enough to enemy units to "spot" them (i.e., reveal them through the fog of war) for your Kodiaks.

KILL THE FIRST WARLORD (1 OF 3)

Send your strike team up the canyon to meet Banished infantry dropped in via Spirit craft. Continue working north to the garrison tower ⑨ and man it with a Sniper and a Marine squad to keep that approach route under control. Proceed carefully eastward, with your team (check our mission map for mine placements) prepared to lock horns with a Brute Warlord ⑩. Send Jerome and the Marines in close, and keep your Snipers behind to nail the Warlord from afar. After he falls, continue east to find Supply silos and a Phoenix log (circled in our shot) in a side passage.

> **BONUS OBJECTIVE: KILL BANISHED UNITS WITH AN ORBITAL STRIKE**
>
> Bring up your Leader Powers radial and deploy an Archer Missile strike against the Brute Warlord and his clan. Depending on how many targets your bombardment destroys, it may take several deployments of this Power to complete the bonus objective.

SPOT THE BASE FOR THE KODIAKS

Follow the path west as it curves down to the Banished base ⑫. After you clear out the minefield ⑪ and Isabel reports that you're approaching the base, select your Snipers and activate their special ability to cloak. Push cloaked Snipers toward the base to reveal the base in the fog of war. Now your Kodiaks can pound the base into rubble!

When the area is clear, maneuver Jerome down to the marked location ⑬ to trigger an interlude: Isabel notes that the Turrets are still active around the grav-lift ⑭ and you need some heavy armor to destroy them. Then the scene shifts to Alice-130, deployed at a UNSC Stronghold ⑮ on the opposite island. She lays out the plan: ferry Kodiaks to three spots overlooking the grav-lift platform and unleash a barrage on the Banished anti-air units guarding the lift.

‣ Primary Objective: Disable the Banished Shield

You start this next mission phase at the three-slot Stronghold (Supply Pad, Barracks, and Garage) with Alice, two Snipers, and three Kodiak mobile artillery units that you control. A shield barrier blocks your way forward, but you can see its Generator a short distance beyond the red barrier. Select the Kodiaks and press the Special Ability button to deploy them into lockdown mode, unleashing their siege cannons. Just six shells destroy the Generator and dissipate the shield.

> **TIPS FROM THE TESTERS**
>
> If your progress is halted by a shield, look for a nearby Shield Generator.

‣ Primary Objective: Deploy Kodiaks in the Three Designated Areas

Send an infantry unit to capture the Power Node ⑯ just down the road. Add a pair of Turrets in the slots by the base, and then start training a mixed strike force from your facilities: add two to three more Snipers, five to six Cyclops, then a few Hellbringers and Marine squads. Assign all your Snipers to one hotkey, and all Kodiaks to another. Now move out.

> **PROTECT THOSE BIG GUNS**
>
> Remember to keep your Kodiaks in the rear of your column. If you lose one, you can build a replacement back at your base and still complete the primary objective, but you lose the mission bonus.

REACH THE FIRST KODIAK SITE

Follow the road to the first fork. Split off a single infantry unit and send it up the narrow left fork ⑰ along the island's edge to collect scattered pickups and destroy the Power silo. Meanwhile, send your main force up the right fork and let your Hellbringers toast the Hunters bunkered in the garrison ⑱. Capture the nearby Power Node, then bring all units up to the first platform designated onscreen as a "deployment area" ⑲. Simply drive one of your Kodiaks to the marked spot—it automatically deploys.

DESTROY THE FIRST BANISHED MINIBASE

Continue along the road. Take out another garrison full of enemy infantry, then lay waste to a small Banished minibase ⑳. Here you can drop in your own Two-Slot Minibase to replace it. Add an Armory to research Reinforcements I and raise your Population cap. (And if you haven't already done so, go back to your Barracks and research the infantry upgrade as well to buff up your Cyclops, Marines, and Hellbringers.)

KILL THE SECOND WARLORD (2 OF 3)

Before you head up to the next red shield gate, continue past the base, following the path around the curve of the inner circle. Soon you run into another Brute Warlord ㉑ and his crew. Let Alice lead your Hellbringers and Cyclops units in taking him out (or call down an orbital strike). Then send infantry to capture the nearby Power Node ㉒ and scour the area for pickups; watch out for an enemy Turret near the Node. Now you're in good shape for the final push.

BREACH THE SHIELD GATE

Two nasty Turrets guard the approach to the red shield gate ㉓, plus a nasty Chopper squad is parked right behind the gate. Keep your units back out of range, and switch your two remaining Kodiaks into artillery mode. Then cloak a Sniper and send him up near the gate to spot for the Kodiaks. Their long-range siege cannons pound the Turrets and Choppers into dust.

If the Choppers make a rush, get your Cyclops units out front to meet them. Protect those emplaced Kodiaks! When the Turrets are destroyed, unlock the Kodiaks, move them closer to the red shield, and then lock them down again into artillery mode. Target the Shield Generator (circled above) on the other side of the red shield to dissipate the shield.

DESTROY THE SECOND BANISHED MINIBASE

Move your Kodiaks a short distance through the gate to a spot ㉔ directly between the Banished hut clusters, out of range of the next pair of enemy Turrets ㉕ up ahead. Again, send forward a cloaked Sniper to spot for the artillery, then let your big guns blast the Turrets. Move through the entrance to destroy the Banished minibase ㉖, put in your own One-Slot Minibase, and capture the nearby Power Node.

REACH THE SECOND KODIAK SITE

Repeat your Kodiak/Sniper tactic once more to eliminate the Turrets at the next shield gate ㉗. Use the Snipers to detect and destroy the line of plasma mines planted in front of the gate.

Before you go through that gate, veer left and send Alice and your Cyclops team down the winding road to take out a trio of Wraith tanks ㉘. This clears a path for a Kodiak to rumble to the second deployment area ㉙ on the platform overlooking the gravity lift.

KILL THE THIRD WARLORD (3 OF 3). COMPLETION EARNS A SKULL!

Now take your full army back to the last gate ㉗, bombard the Shield Generator on the other side, and then push through to find another Brute Warlord and his squad patrolling the path beyond ㉚. Consider calling in an orbital strike on this crew. Remember to keep your last Kodiak safe behind the screen of your other troops.

> **PHOENIX LOG DROP**
>
> When you kill the third Brute Warlord, a Phoenix log spawns near the spot where he falls.

‣ Primary Objective: Destroy the Secondary Banished Base

REACH THE THIRD KODIAK SITE

After the Warlord falls, demolish the big Banished base just beyond. This clears the way to the final deployment area for your Kodiak. Send the big gun up to the platform ㉛. Its arrival triggers the bombardment that clears the grav-lift platform for Jerome.

This in turn leads to one of the more spectacular cutscenes you see in any video game: Jerome and Isabel board the *Enduring Conviction* and use its considerable power to conjure an even greater power…

DESIGNER OVERVIEW

"UNDER THE DARK"

SCULPTING THE BIG STORY BEATS

The mission served as a great way to bring Jerome and Isabel onto the carrier to destroy it. We wanted a big challenge for the player, so it played out over two key parts. First, get Jerome to the gravity lift; second, remove the defenses to allow him to access the ship's grav-lift. This mission also played a key role in allowing Isabel to get involved and seek revenge on Atriox for what he did to her friends at the research facility.

DECISIONS ABOUT WHEN TO INTRODUCE NEW GAMEPLAY TWISTS

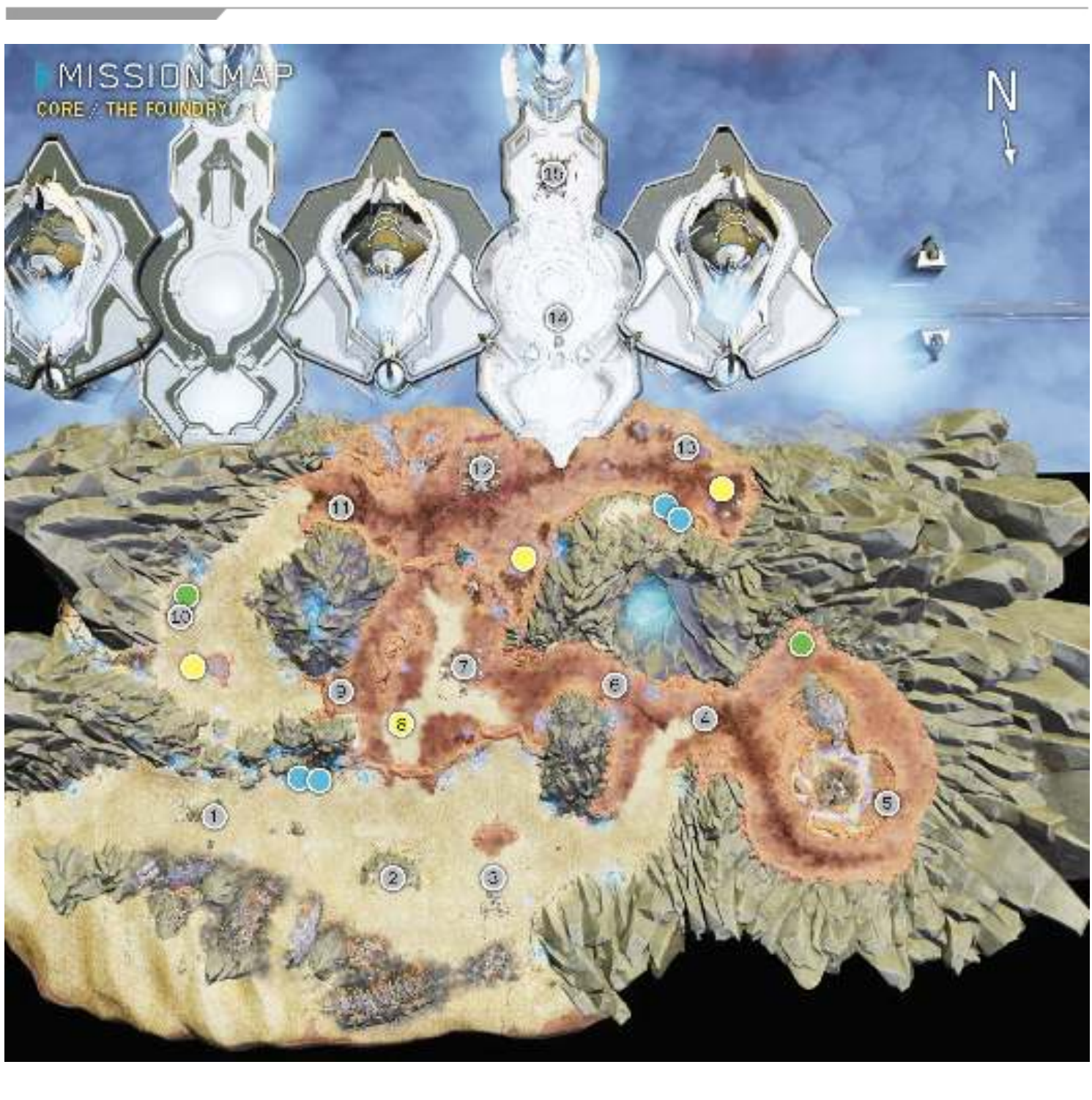
We wanted to ensure that Jerome had an explosive entrance into the mission. When Snipers are up against the odds, he arrives to save the day. We also see the Halo launched by the UNSC when the dust settles after the Enduring Conviction goes down. The UNSC launch it in an effort to get help from Earth.

Act III

Mission: The Foundry

A new Halo ring hovers in the sky above the Ark's Foundry, the birthplace of Halos. A race to the Halo's control room becomes the crux of the battle, and a large Banished invasion has cut off contact between *Spirit of Fire* and its landing parties on the ring. Atriox maintains an advantage in sheer numbers, so Cutter decides to target the Ark's access points to the Halo and cut off the Banished reinforcements. Unfortunately, the enemy has erected nearly impregnable barricades to protect their access routes.

MISSION WALKTHROUGH



MISSION SUMMARY

Push back the Banished invasion to reach the Halo's control room.

SCOUTING REPORT

Blisterback artillery units have been spotted in the area. Use Cyclops units to take them out.

OBJECTIVES

PRIMARY

- Capture the damaged Scarab
- Eliminate the Scarab Commander and his support
- Breach the defenses with the Scarab
- Protect the Scarab
- Establish a base
- Destroy the Banished base to stop them from reinforcing the Halo
- Drive off the remaining Banished

OPTIONAL

- Cripple the three Banished production facilities
- Prevent damage to the Scarab
- Destroy the Banished fortress in under 20 minutes

BONUS

- Destroy 25 base structures with the Scarab
- Destroy 15 Blisterbacks
- Kill 40 squads with the Scarab
- Destroy 15 Banshees with infantry or Wolverines

PAR TIME

- 44:00

EXTRAS

SKULLS AVAILABLE: 2

PHOENIX LOGS: 2

MAP LEGEND

① Start
② Blisterback
③ Banished production facility
④ Triggers appearance of Scarab Commander
⑤ Scarab repair platform
⑥ Amber barricade
⑦ Base site
⑧ Power Node
⑨ Amber barricade
⑩ Banished production facility
⑪ Fuel trucks
⑫ Base site
⑬ Banished production facility
⑭ Halo Forge platform
⑮ Base site
● Phoenix log
● Supply silo
● Power Node

Professor Anders has located a Scarab under repair and ripe for hijacking. A Scarab's blistering plasma beam could easily destroy solid rock barricades like the ones the Banished have piled up to block your route to the new Halo's access points. All you have to do is fight to the Scarab, seize control, bash down the barriers, and batter through a large contingent of the army that crushed the Covenant. No problem!

▸ Primary Objective: Capture the Damaged Scarab

As the mission opens, a UNSC base ① is getting hammered by Banished Blisterbacks, heavy air units that launch barrages of plasma missiles and look like monstrous ticks. These massive vehicles must land and lock down in order to fire their long-range Annihilator siege missiles at ground targets, so it's best to blast them while they're still airborne. In air mode, they rely on less deadly, medium-range plasma cannons to hit all targets.

Garrison
1/1
UNSC
BARRACKS
6/80
1600
300
2
1

Captain Cutter orders in a devastating Archer Missile strike on the Blisterbacks that eases the pressure and buys you time to get started. Pelican dropships deliver Douglas-042 and Alice-130, along with a relief squad including two Scorpion tanks, two Cyclops, two ODST units, and some upgraded Marines (with rocket-firing combat mechanics). This crew makes quick work of attacking Banished infantry. Your orders: capture that Scarab.

Garrison
1/1
BARRACKS
6/80
1600
300
2
1

MOVE UP THE VALLEY

Start pushing up the sandy slope, collecting numerous pickups and hitting the two Supply silos along the left canyon wall. Soon you spot another Blisterback ② perched on a raised outcropping with some Banished infantry. Immediately send Alice to hijack the ugly vehicle, and bring up your other troops to wipe out the Grunts while the hijacking occurs. Continue up the valley, searching the edges for pickups.

BONUS OBJECTIVE: DESTROY 15 BLISTERBACKS

A number of these floating menaces are deployed along the access route. Don't cluster units together, as Blisterback plasma missiles cause splash damage. Alice can hijack a few, but killing Blisterbacks earns the bonus.

▸ Optional Objective: Cripple the Three Banished Production Facilities

DESTROY THE FIRST PRODUCTION FACILITY (1 OF 3)

Just up the hill, another Blisterback with infantry support sits on a rocky rise next to a Banished production facility ③. Destroy the tank, then shatter the base. Note that this small Power-extraction operation is one of three such production facilities ③, ⑩, ⑬ on the map. Destroying each one slows the flow of Banished units onto the field. If you destroy all three, you also pick up extra mission points.

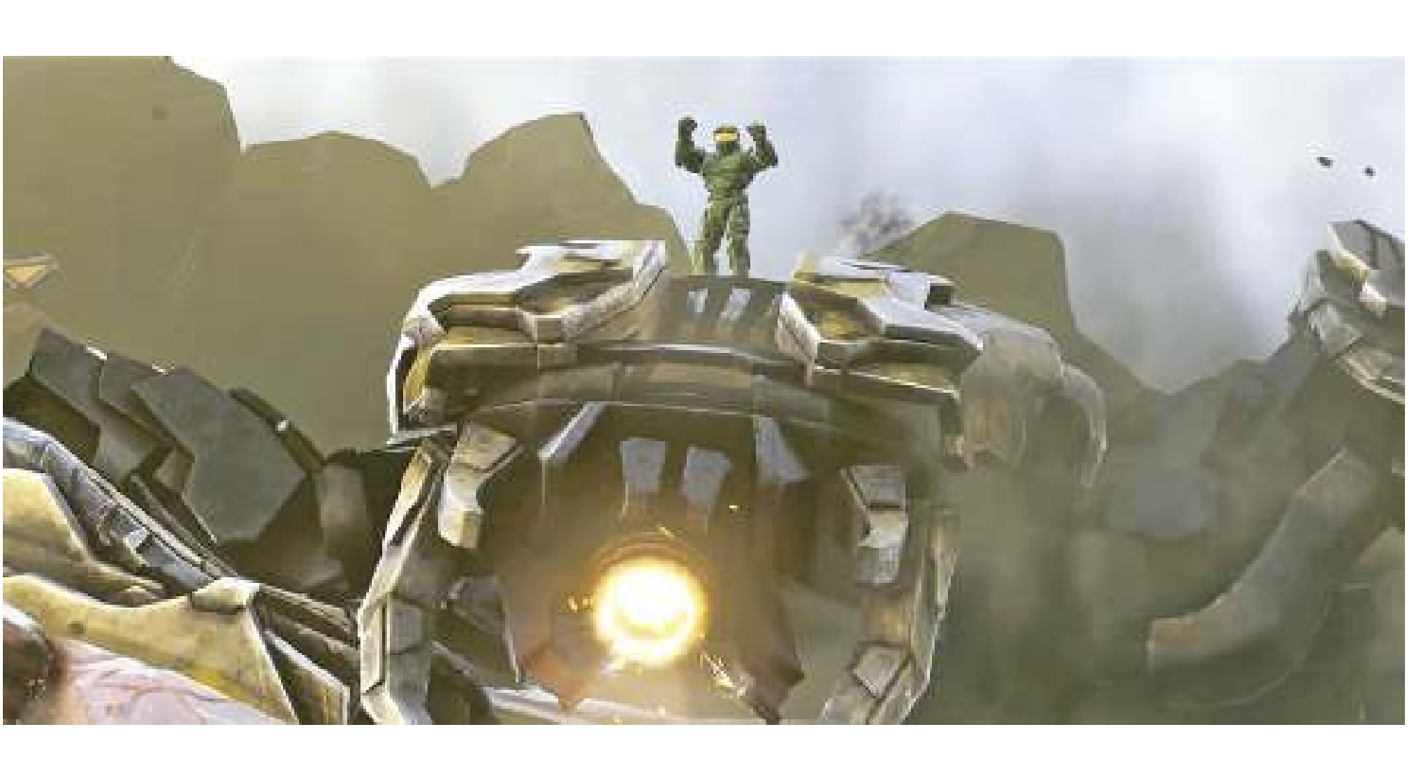
Heal your troops with Restoration Drones, then continue up the valley. Knock out Blisterbacks and garrisoned infantry until you reach a spot ④ that triggers a scene with the Scarab Commander, who waits up on the repair console platform ⑤. Observe that he's a powerful Honor Guard unit and has some Jump Pack Brutes and Reavers with him overseeing the repair; another Blisterback flies past too.

BANISHED
44/80
2020
345
2
1

▸ Primary Objective: Eliminate the Scarab Commander and His Support

After the scene, some Banshees and Hunters attack. Target the flyers with your infantry and hit the Hunters with your Scorpions. As you work up the ramp to the right, be ready for the Jump Pack Brutes to drop in. Farther up the slope, the grounded Blisterback slings missiles at you. Take it out!

At last, the Scarab Commander rushes downhill with his Reavers. (A Scarab Commander health bar appears onscreen at the upper right.) The Honor Guard are melee units who must fight in close, swinging brutal energy swords. Pull your units back and hit the Commander from afar as much as possible, but unleash Jerome's Spartan Slam on him when you can. When the Scarab Commander finally falls, his defeat triggers a scene: Douglas leaps aboard the Scarab and hijacks the super-heavy assault walker. Here you pick up three new objectives—two primary and one optional.



▸ Primary Objective: Breach the Defenses with the Scarab

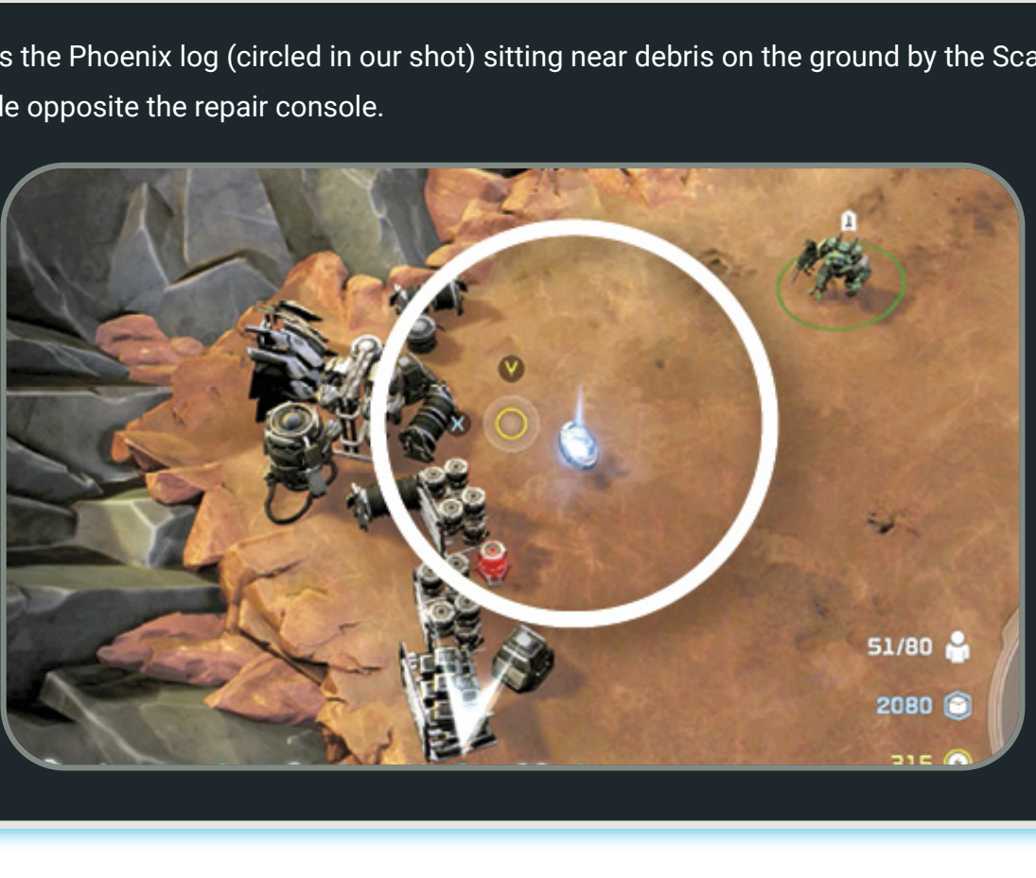
▸ Primary Objective: Protect the Scarab

▸ Optional Objective: Prevent Damage to the Scarab (Keep Health Bar Above 25 Percent)

The rest of the mission becomes a balancing act. The Scarab is the most powerful unit on the field by far, and you must use it to blast through amber barricades and crush Banished structures and troops. (Note that the Scarab adds 20 to your Population!) It can absorb a lot of punishment, which keeps your other units alive longer. But if the Scarab's health drops below 25 percent, you lose bonus mission points…and if the big guy falls, you fail the mission.

PHOENIX LOG

Don't miss the Phoenix log (circled in our shot) sitting near debris on the ground by the Scarab pit, on the side opposite the repair console.



As Cutter points out, the Scarab is still a "vehicle," and as such, it's more vulnerable to air and anti-vehicle units. You want a solid support force to escort the Scarab and respond quickly to counter any Banshee flyers or anti-vehicle specialists like Hunters or Locusts.

BREACH THE AMBER BARRICADE

Stomp downhill over the poor Banished infantry units that rush in. Let the Scarab handle the hapless Grunts and Elite Rangers, but get your other units to help with the anti-vehicle Hunters so they fall fast. Then walk the Scarab to the first amber barricade ⑥ and destroy it. Be ready for Hunter squads waiting on the other side.

BONUS OBJECTIVE: KILL 40 SQUADS WITH THE SCARAB

The Scarab can eviscerate any foe, but it's particularly lethal to infantry. To boost its kill stats, keep the Scarab's primary focus on enemy infantry.

DESTROY THE BANISHED BASE

Follow the canyon to find a full-sized Banished base ⑦ with defenders rushing out to meet you. Let your Scarab and support units run amok on the defense Turrets and units, then stomp right into the base HQ building. Bathe the Scarab with Restoration Drones when they're available.

BETTER DRONES

Upgrade your Restoration Drones Leader Power all the way to Level 3 when you can. You want to keep your Scarab in the "greenest" health possible.

▸ Primary Objective: Establish a Base

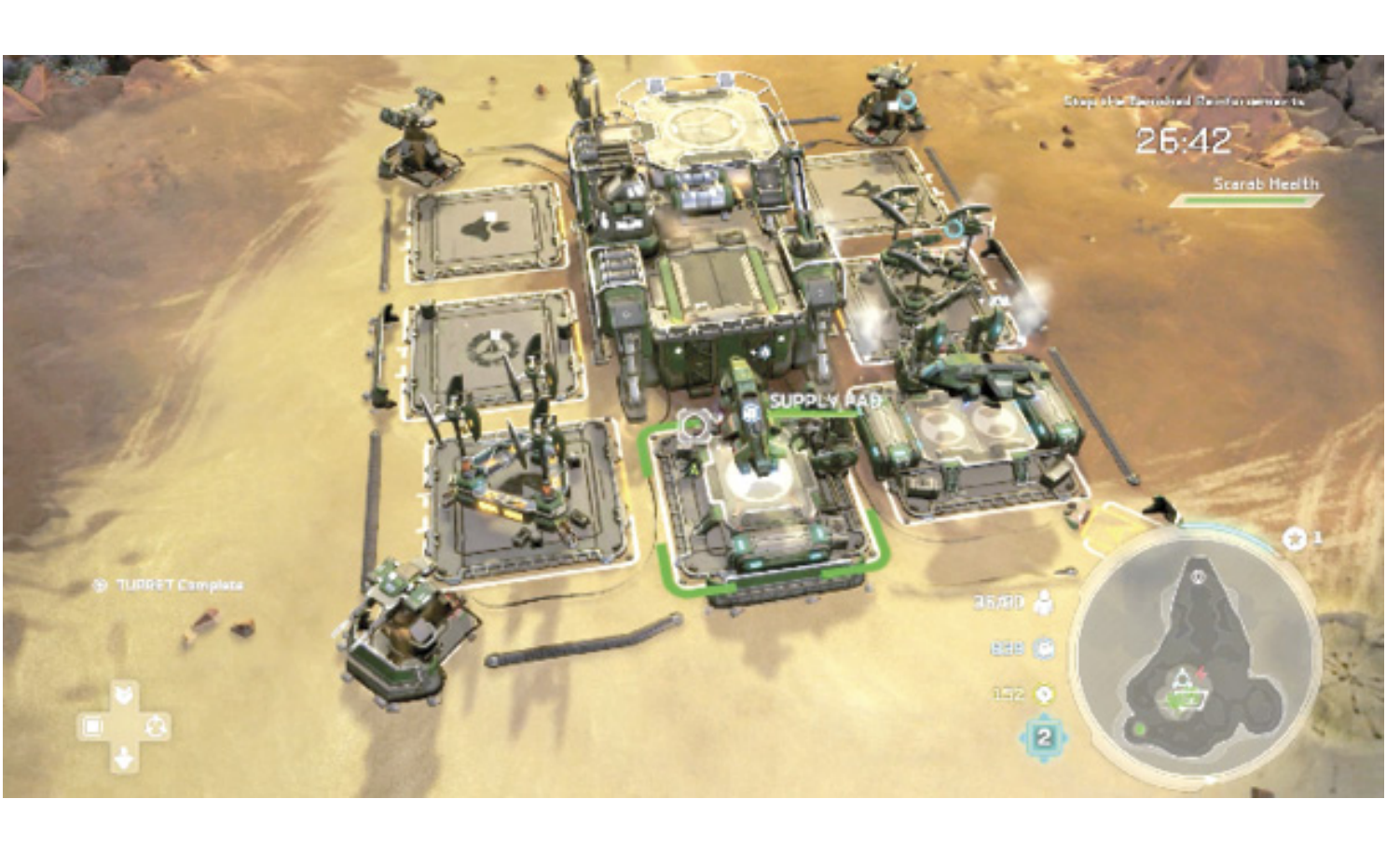
Once the enemy base is reduced to rubble, summon a Firebase down onto the now-empty site. The dropship delivers a Command Center, so you start out at Tech Level 2. Send an infantry unit to capture the nearby Power Node ⑧ to begin Power inflow. Send Marines up to the garrison on the rocks overlooking the base site; flying Banshee raiders start hitting the base as it's being constructed, so you need air defense. Get anything else that can hit air targets (including the Scarab) to the far (southern) side of the site to defend as well.

As this is happening, Isabel and Cutter report that Banished bases at the edge of the Foundry are producing troops and shuttling them up to the Halo via the nearby access point. If you don't destroy those bases to stop the flow of reinforcements, Atriox will overrun the UNSC forces on the Halo, and all is lost.

▸ Primary Objective: Destroy the Banished Base to Stop Them from Reinforcing the Halo

▸ Optional Objective: Destroy the Banished Fortress in Under 20 Minutes

Once the base HQ is built, the clock is ticking—a timer labeled "Stop the Banished Reinforcements" starts at 30:00 and counts down onscreen in the upper right corner. Focus on quickly building an efficient base and a balanced strike force. First, immediately drop Turrets into the two slots on the far side to fight off Banshees. Pull your Scarab to the back of the base and use Restoration Drones to bring it to 100 percent health. (Remember, Banshees are bad for Scarabs.)



Here's a good build order to get those all-important resources inflowing: Supply Pad, Generator, Supply Pad, Generator. Next, add a Garage, then crank out two Wolverines from it to help defend against Banshees. Follow up with an Airpad so you can start building a swarm of Hornets, plus Nightingales to keep your Scarab and other troops healthy. Finally, add an Armory so you can research Reinforcements I and raise that POP cap to 100 as soon as possible.

BONUS OBJECTIVE: DESTROY 15 BANSHEES WITH INFANTRY OR WOLVERINES

Once you get a Garage built in your base, produce two or three Wolverines right away. This mission is teeming with Banshees, and you need good anti-air support at all times.

Upgrade your Supply/Power facilities as soon as possible. Add the back two Turrets and upgrade all Turrets to Anti-Air Turrets so you can send off your Wolverines later without worry. Then, finally, start training troops. Whew! Produce another Wolverine, three to four Hornets, and a Nightingale to start. If you have cap room, add in some Marines for capturing Nodes, manning garrisons, and all-purpose support.

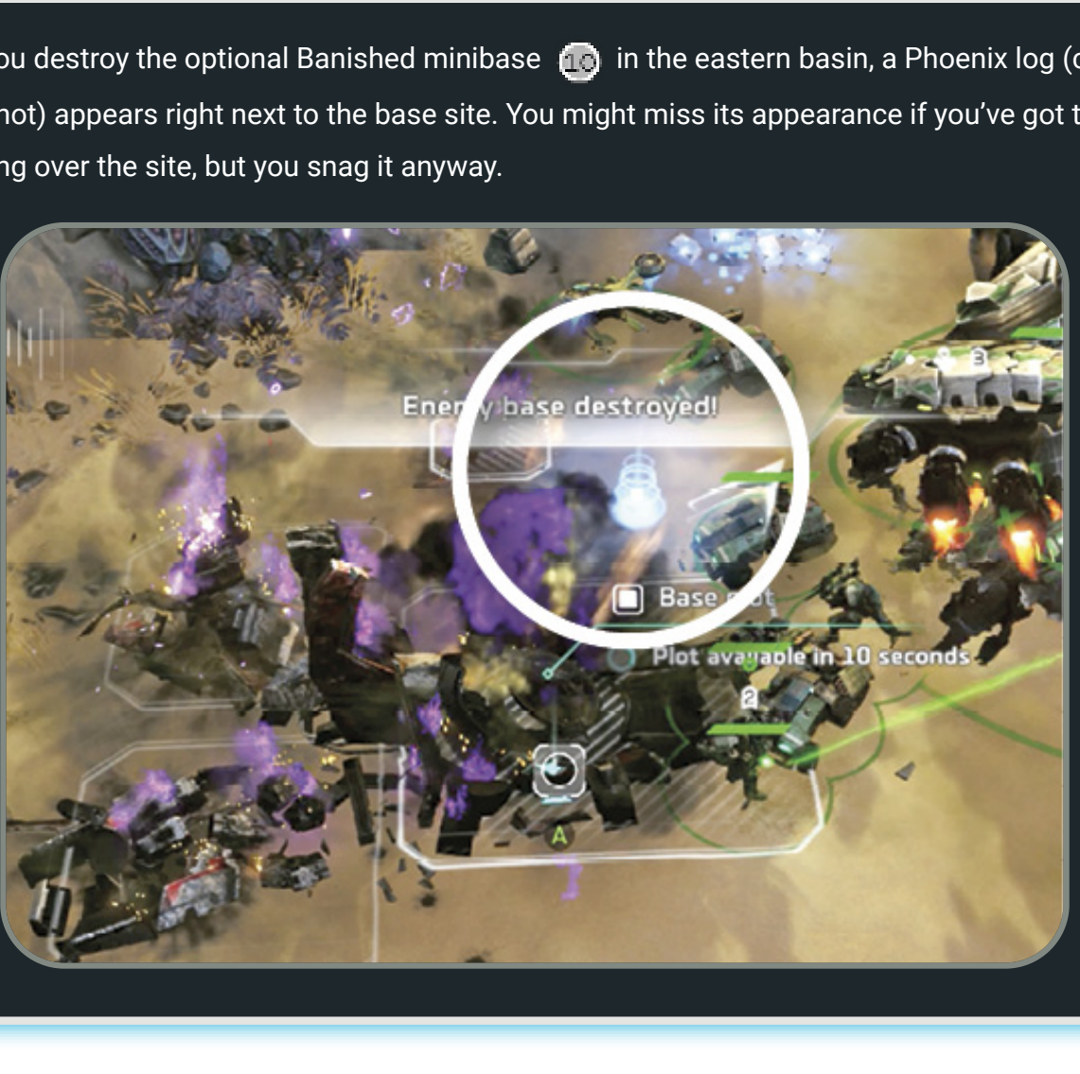
BREACH THE EAST BARRICADE

DESTROY THE SECOND PRODUCTION FACILITY (2 OF 3)

Before you launch your offensive, create some hotkey groups. Put your Scarab alone on one, your anti-air units on another. Then send the Scarab with your entire strike force (minus one Wolverine to be safe) to blast through the east amber barricade ⑨ (*not* the south barricade indicated by the objective arrow). Push your entire strike force into the basin beyond and eliminate any defenders, then go smash the Banished minibase ⑩. Eliminating the Apex facility there reduces Banshee production.

PHOENIX LOG SPAWN

When you destroy the optional Banished minibase ⑩ in the eastern basin, a Phoenix log (circled in our shot) appears right next to the base site. You might miss its appearance if you've got troops swarming over the site, but you snag it anyway.



Send infantry to capture the nearby Power Node as you drop in a Two-Slot Minibase at the site. When the base is constructed, give yourself another Supply Pad and Generator. Add a Turret in the free slot next to the base site and upgrade it to an Anti-Air Turret when you can.

IMPORTANT: If you haven't researched Reinforcements I at your Armory yet, do so now! With the Scarab taking up 20 of your Population, you really need to raise that cap. You have some very big upcoming battles, and your Scarab needs stout support. Once the cap is raised, produce more Hornets and another Nightingale to hover over your army. Then research Reinforcements II to raise the cap to 120.

Research the Vehicle Upgrade at your Garage, and the Air Upgrade at your Airpad.

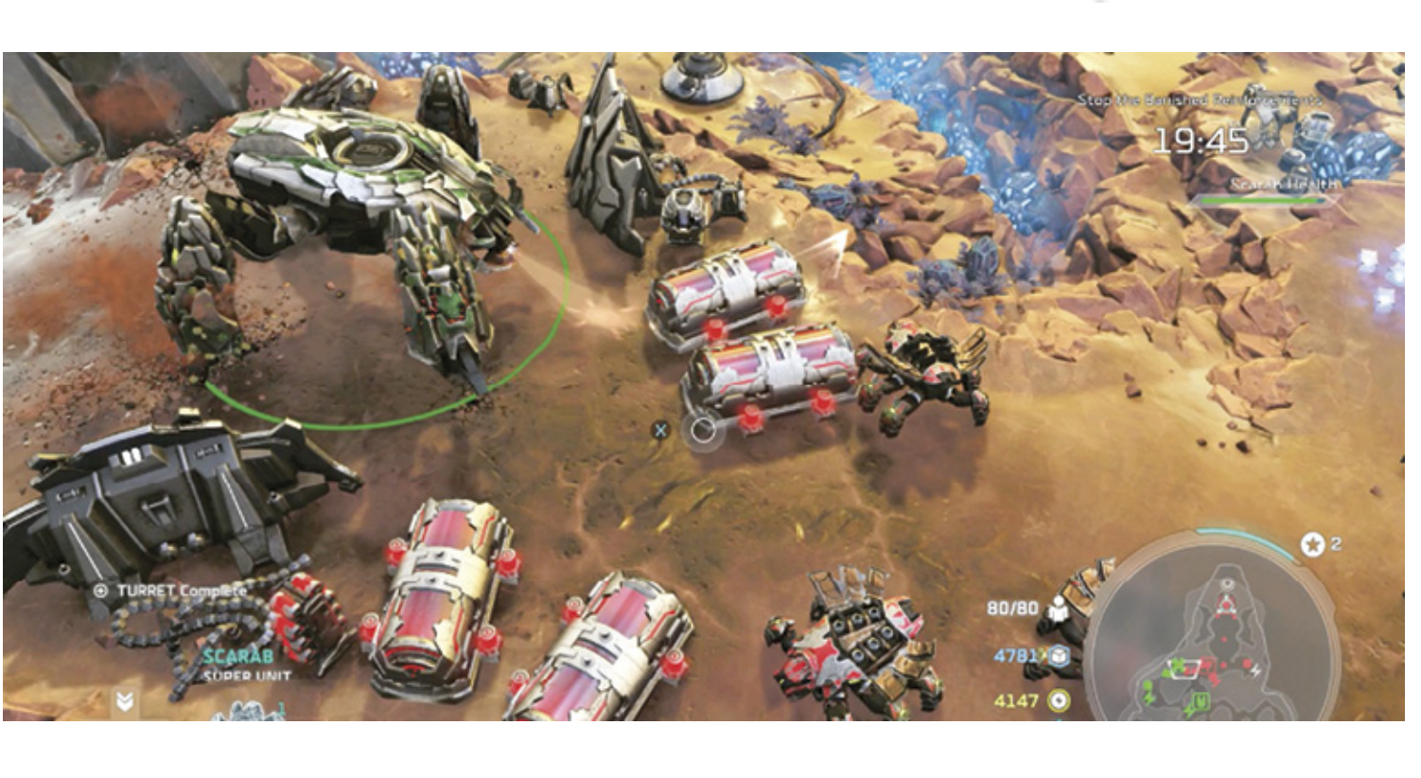
Jump to your main base and set its global rally point up the valley past your new minibase. You want any replacement troops to march automatically up to the perimeter of the next big battles ⑫ ⑬.

TIPS FROM THE TESTERS

Don't push forward too quickly, or else the Scarab can be overwhelmed. Protect it with plenty of anti-air units.

WIPE OUT THE BIG BANISHED BASE

Send your full Scarab-led strike force out of the sandy basin via the top (southwest) passage. From range, shoot the row of fuel trucks ⑪ to trigger a massive chain-reaction explosion that takes out Banished units beyond them. However, numerous heavy armored units, including Locusts and Wraiths, survive to defend that huge Banished base ⑫ up ahead.



Hit the survivors with an Archer Missile strike. Then push your Scarab forward but rush your Hornet swarm ahead to hit any tanks and walkers. Once the defenders are cleared out, focus on picking off the base Turrets. Then let your Scarab do the honors on the base structures, blasting and stomping them to smithereens.

19:45
TURRET Complete
SCARAB
SUPER UNIT
80/80
4156
2

When the Banished base collapses, immediately use Restoration Drones to repair your Scarab and any other damaged units. Send an infantry unit to capture the nearby Power Node. Meanwhile, drop a three-slot Firebase into the newly empty base site and put your unit-production facilities in the slots: Garage, Barracks, Airpad. Set the rally point for this base up on the big white Halo Forge platform to the south ⑭. Your emerging reinforcements can stream right onto that last battlefield.

DESTROY THE THIRD PRODUCTION FACILITY (3 OF 3)

You can skip this step if the timer is running low. But if you've got more than 15:00 left, send your replenished strike force to destroy the last Banished production facility ⑬. Capture the nearby Power Node and blast the two Supply silos for more resource income. If you want, drop in another minibase on the vacated site, then add more resource facilities. (Your resource bank should be overflowing with Supply/Power by now; buying reinforcements should be affordable.) Above all, see to it that your Scarab is at or near full health before you make your final move.

▸ Primary Objective: Destroy the Banished Base to Stop Them from Reinforcing the Halo (Continued)

Make sure you've got at least four or five Wolverines and a good swarm of six or seven Hornets before you launch your assault onto the Halo Forge platform ⑭. Many Banshees are buzzing that area, so you need good anti-air support as you fight to the main Banished base ⑮, where you'll finally cut off Atriox's reinforcement flow to the Halo ring. Keep all Wolverines grouped on one hotkey to quickly select them and concentrate their fire on individual Banshee flyers for fast kills. Do the same with the Hornets to target armored units. Let your Scarab stomp infantry and base buildings.

Scarab Health
80/100
12521
10354
2
3

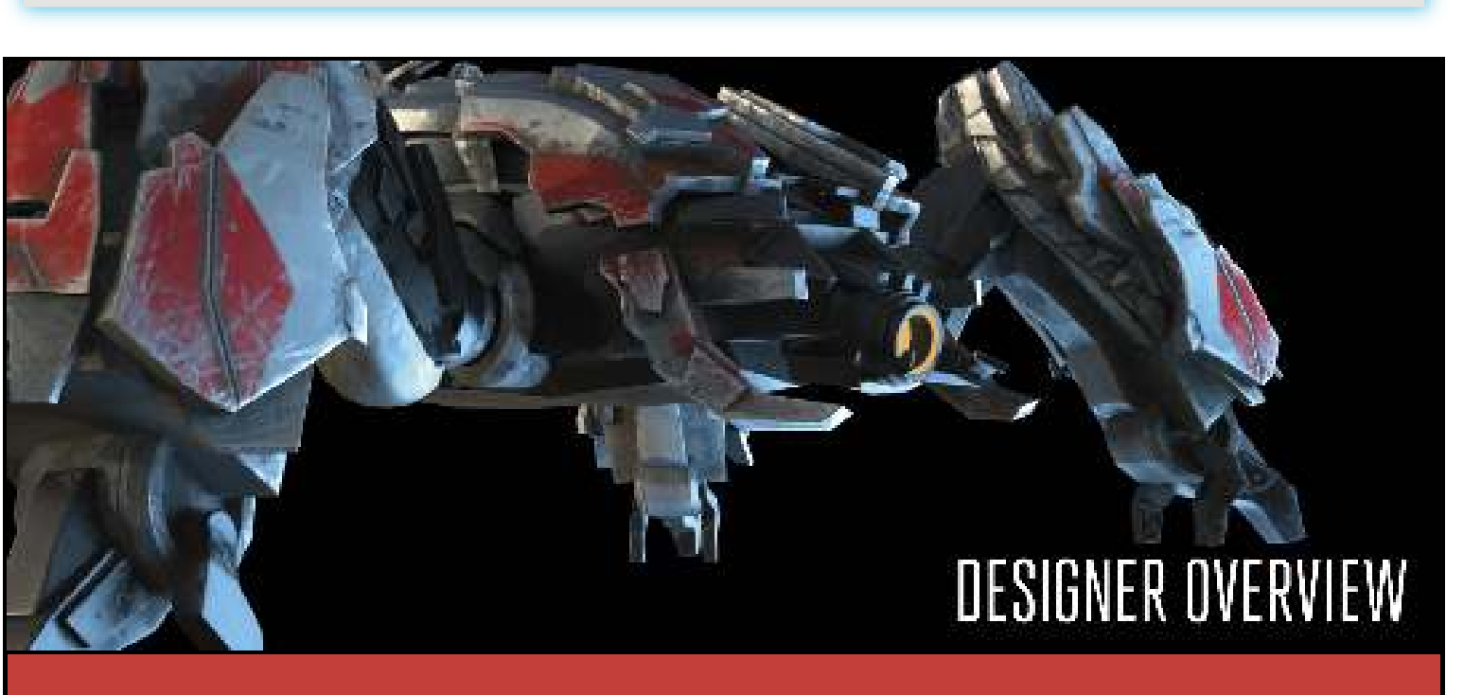
Here's where your Leader Powers give you a big boost, too. Use Lotus Mines, Archer Missiles, Turret Drop, and ODST Drop to batter and weaken the Banished base and defenders before your Scarab-led strike force even reaches them! Use Restoration Drones on your Scarab midway through the battle to keep its health bar well above the halfway mark. Maintain the pressure, and keep queuing up replacements for fallen troops until the Banished base finally falls.

▸ Primary Objective: Drive Off the Remaining Banished

Unfortunately, once the base falls, the surviving Banished troops redouble their angry efforts to kill your Scarab and drive you off the Halo Forge. Circle the area, stamping them out. When the last Banished unit falls, Cutter sends Alice-130 and Douglas-092 up to the Halo ring to join Jerome-042 in facing the sizable force Atriox managed to transport there.

TWO SKULLS EARNED

Two Skulls can be won in "The Foundry"—one if you keep the Scarab alive the entire mission, and another if you keep its health bar above 25 percent.



"THE FOUNDRY"

SCULPTING THE BIG STORY BEATS

This mission served to highlight that the Halo has launched, and players are desperately trying to stop the Banished getting aboard. The UNSC also uses the same Forerunner portals they've hijacked at the Foundry to get on the Halo.

IDEAS BEHIND THE MAP

The map was crafted to draw you up to the damaged Scarab whilst showing the barriers you'll need to obliterate once you've reached it. We made sure we had ample space for a big Scarab to stomp and smash around in, and made sure we had space for a large host of Banished attackers/defenders.

ROLE THE MISSION FULFILLS IN THE STORY'S ESCALATION

The mission allowed the UNSC onto the Halo to fight the Banished for control.

HOW THE MISSION EVOLVED OVER THE COURSE OF DEVELOPMENT

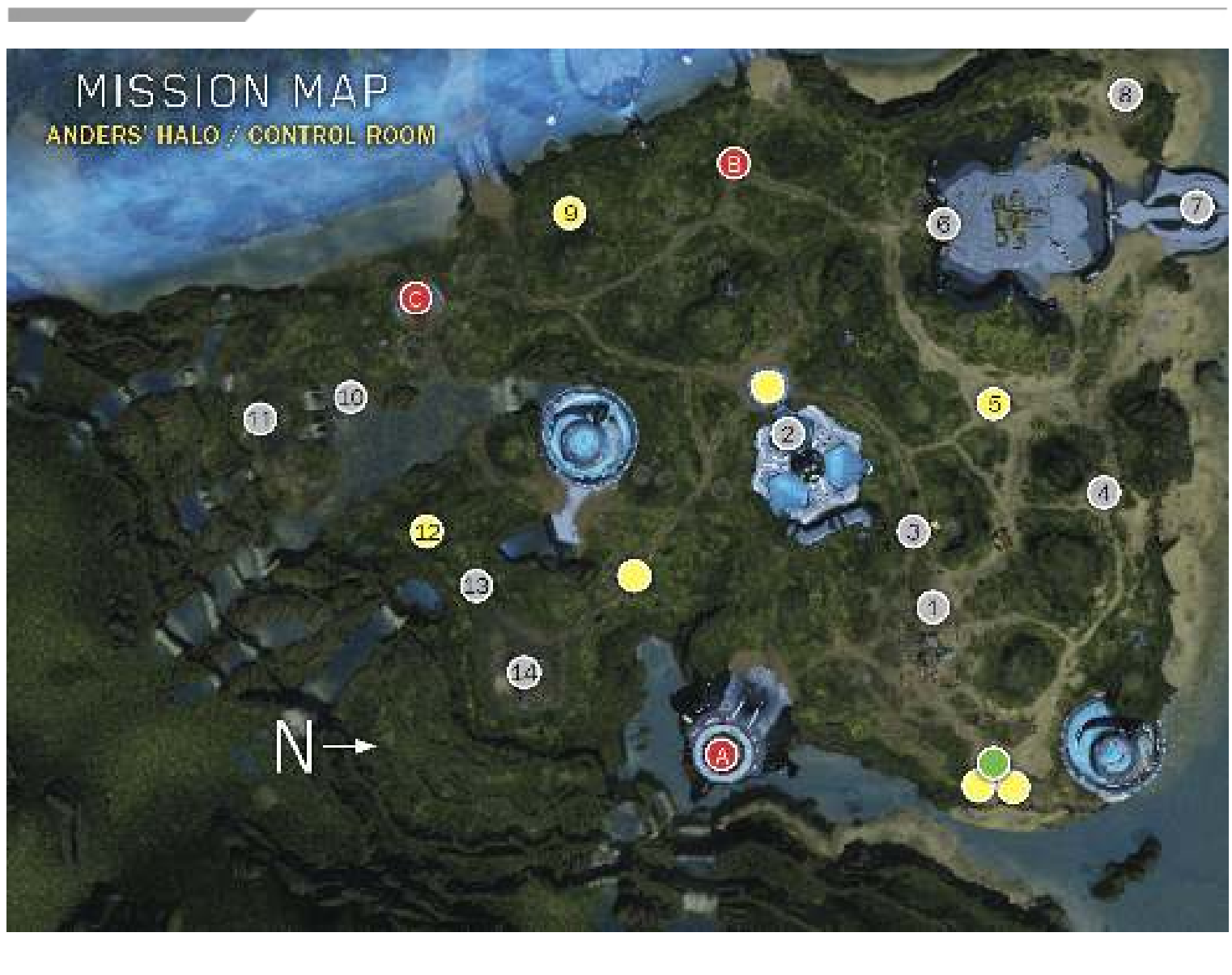
We previously had the Scarab as an optional objective, and the fight had more sandbox freedom. But we decided to integrate the Scarab into the primary objective, and ensure players got to romp around killing units. Like a monster in Tokyo.

Act III

Mission: The Halo

Your victory at the Foundry stopped the flow of Banished troops onto the Halo ring, but Atriox has a large force in place. Two primary UNSC bases on the ring, Alpha and Bravo, are on the verge of being overrun. Your Spartan Red Team must lead efforts to roll back the Banished tide, and then usher Professor Anders to the ring's control room. There, she can deactivate the Halo's firing systems and plant a UNSC signal beacon before it heads toward human space. Unfortunately, a massive shield has cut off access.

MISSION WALKTHROUGH



MISSION SUMMARY

Get Professor Anders to the control room and clear the Halo of all Banished forces.

SCOUTING REPORT

The Halo will have deployed Forerunner defenses to protect itself.

OBJECTIVES

PRIMARY

- Defend the UNSC base
- Capture and hold the control towers

OPTIONAL

- Reunite the three scattered groups of UNSC forces
- Rescue Bravo Base
- Destroy the Banished base
- Win Domination controlling all three Points

BONUS

- Lose no more than five units to the Retriever Sentinel
- Kill 10 enemies with the Vulture ability
- Keep the enemy from acquiring more than 700 tickets

PAR TIME

- 40:00

EXTRAS

SKULLS AVAILABLE: 1

PHOENIX LOGS: 1

MAP LEGEND

Ⓐ, Ⓑ, Ⓒ Control Nodes
① Alpha Base: Start
② Retriever storage bay
③ Retriever attack!
④ Lost squad
⑤ Power Node
⑥ Bravo Base (front entrance)
⑦ Lost squad
⑧ Banished minibase
⑨ Power Node
⑩ Lost squad
⑪ Banished minibase
⑫ Power Node
⑬ Entrance ravine
⑭ Main Banished base
● Phoenix log
● Supply silo
● Power Node

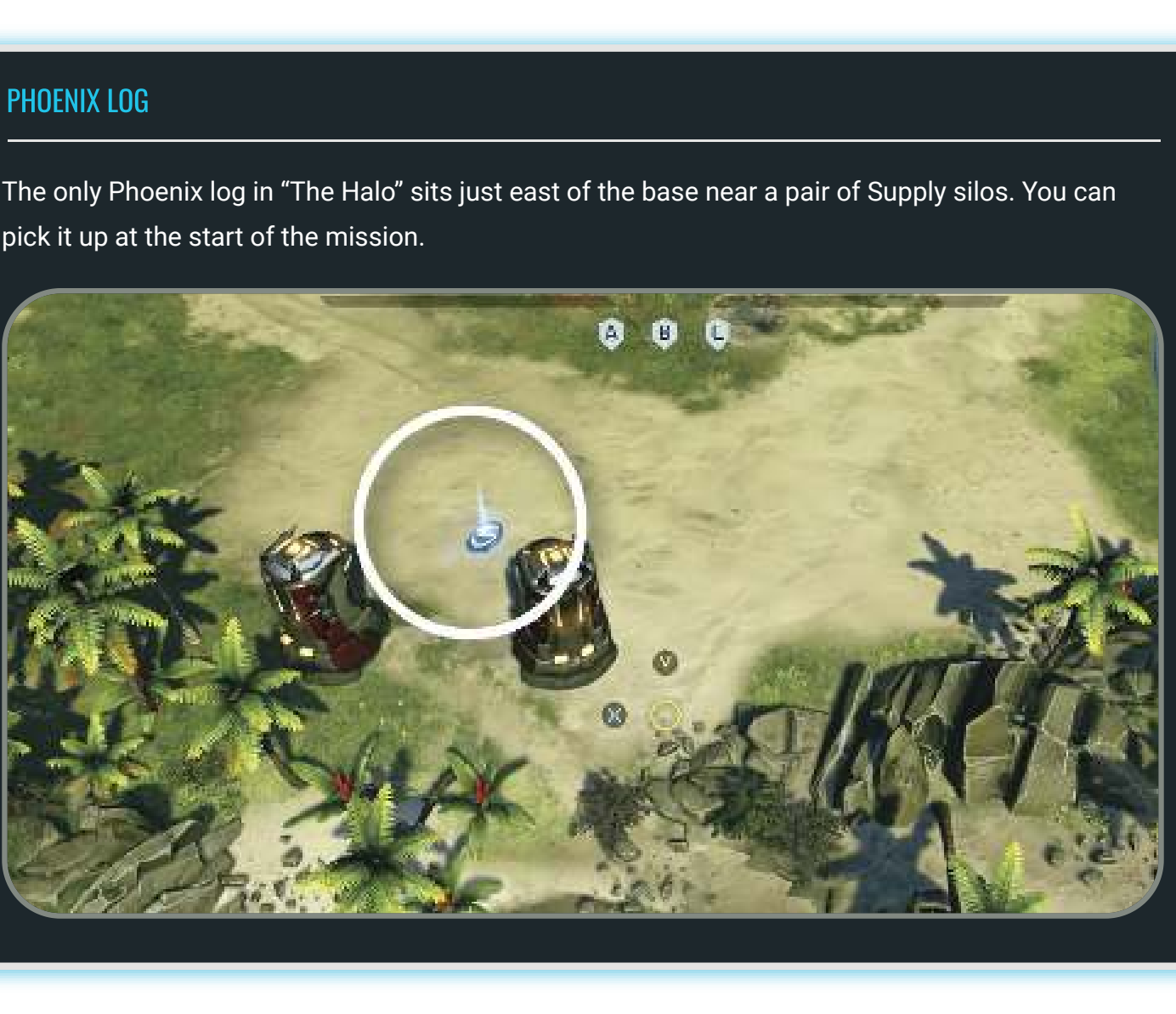
Spartan Red Team starts at the back corner of Alpha Base just as a furious Banished counterattack arrives up the road. Your seven-slot Command Center is at Tech Level 2 and already has a Heavy Supply Pad, Advanced Generator, Armory, and Barracks in place. The Armory also has Reinforcements I researched, so your Population cap starts out at 100. One early goal is to upgrade the base to a Headquarters to gain access to Tech Level 3 units like the Scorpion tank and the awesome AC-220 Vulture, a new aerial gunship.

▸ Primary Objective: Defend the UNSC Base

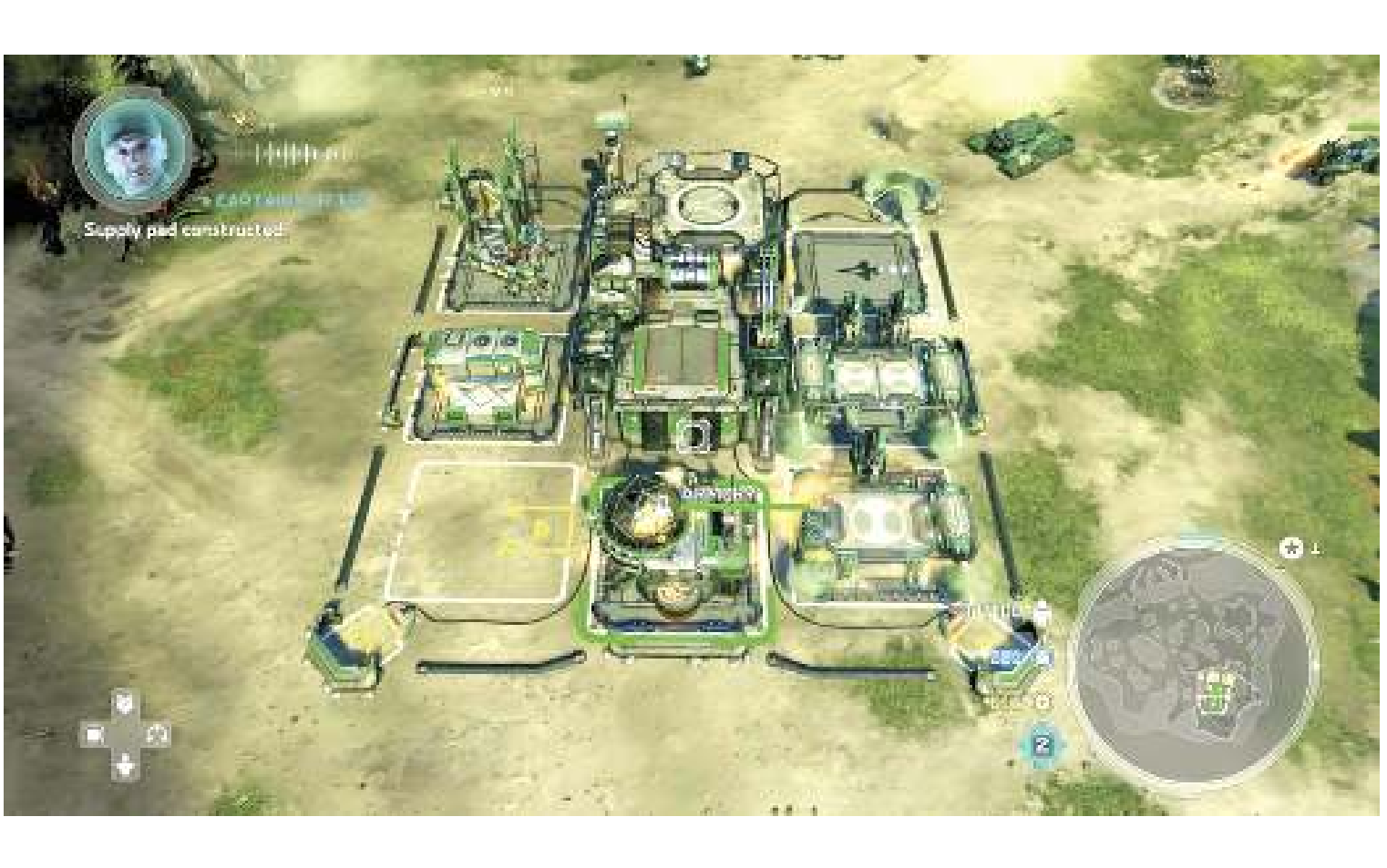
Send your Spartans, Marines, and Scorpion up to join the battle. Place them in front of the base at the spot where the three roads converge ① so they can eliminate hostiles that slip past your advance units. Send your Warthog down behind the base to hit the two Power silos and grab a Phoenix log. This speedy vehicle can also collect pickups around the area during the fight to boost your resource inflow.

PHOENIX LOG

The only Phoenix log in "The Halo" sits just east of the base near a pair of Supply silos. You can pick it up at the start of the mission.



Let your fighters fight while you focus on base operations. Quickly drop in another Supply Pad, and put two Turrets on the base's front end. Then add a Garage and an Airpad. While your facilities are being constructed and your resource inflow starts building, return your attention to the battle.



REPEL THE RETRIEVER

Roughly 90 seconds into the fight, the Ark suddenly deploys a massive Forerunner Sentinel called a Retriever. The terrifying Super unit rises from its storage bay ② and floats toward the source of Ark desecration—namely, your battle ③. This hovering monster cannot be destroyed, but you can force it to withdraw and seek repairs. Hit it with everything you've got until it does just that.

BONUS OBJECTIVE: LOSE NO MORE THAN FIVE UNITS TO THE RETRIEVER SENTINEL

Keep a sharp eye on the Minimap to monitor where the Sentinel Retriever is at all times. The big craft moves slowly, so if you see it drifting toward your units, you usually have time to maneuver them to safety.

TECH UP TO LEVEL 3 ASAP

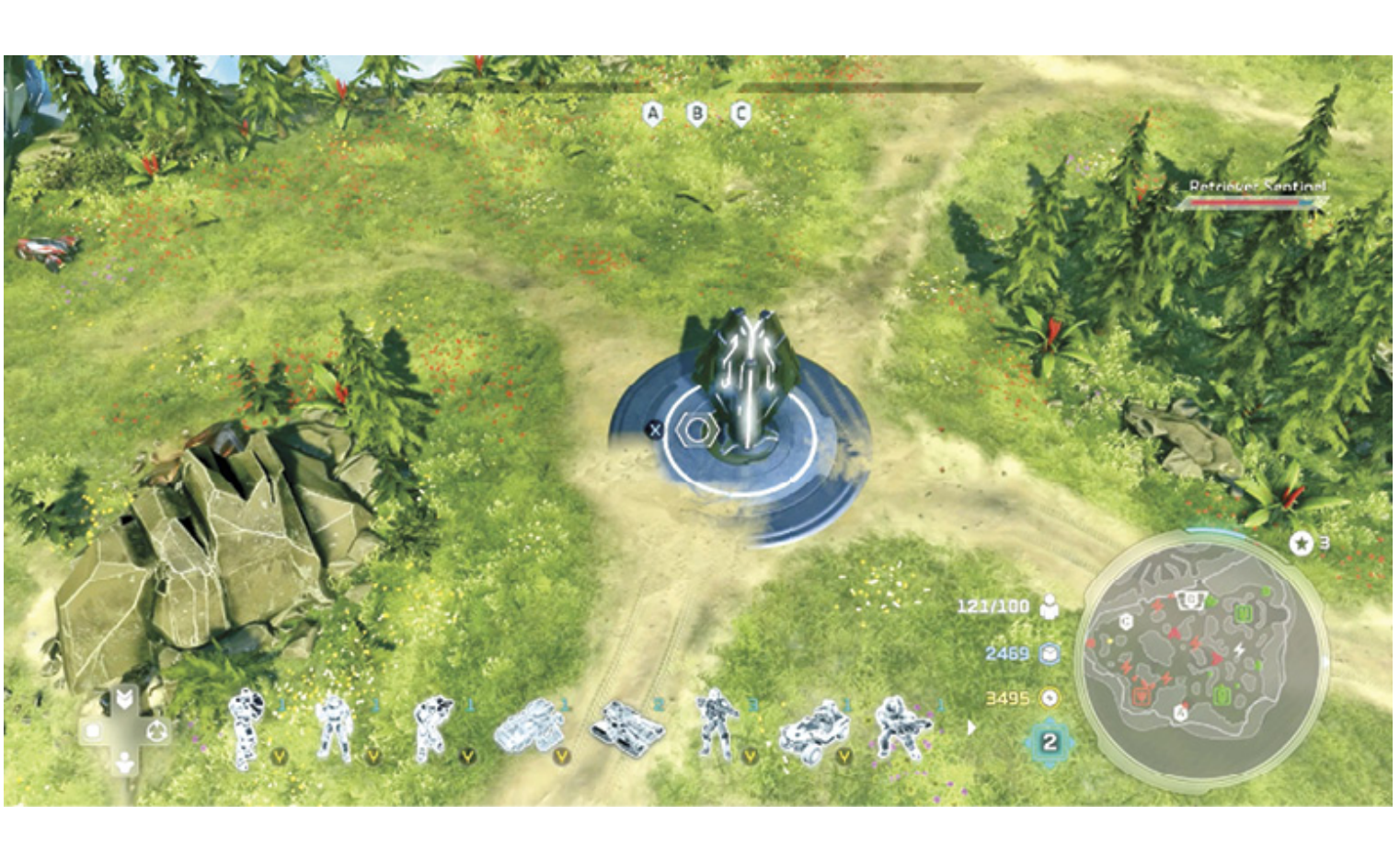
After you fill your main base slots and you survive the initial Retriever encounter, pay attention to your Power storage. When it hits 1500, upgrade your Command Center to a Headquarters to attain Tech Level 3. You need strong Tier 3 units to fend off the Banished Warlords and Blisterbacks you face in the mission.

▸ Primary Objective: Capture and Hold the Control Towers

Anders marks three control tower locations as Ⓐ, Ⓑ, and Ⓒ on your in-game Minimap. (We've marked them on our mission map too.) She reports that if you secure these towers, she can gain control of the Retriever. Heed her next words: "Until then, keep out of its way!"

A QUICK REVIEW OF DOMINATION MECHANICS

As in the earlier "Ascension," this mission challenges you to capture and control some or all of the three control towers long enough to let Professor Anders gain control of the Retriever Sentinel. Remember, when you capture a tower, your Domination Bar (the green meter at the top of the screen) starts counting upward. The bar keeps filling up as long as you control any tower, until your Point total reaches 3000. When that happens, Anders acquires control of the alien vehicle and you win the mission.



Meanwhile, the Banished are trying to seize the towers too. If they capture any, their control time is measured by their red Domination Bar. If the Banished bar hits 3000 before yours does, you lose the mission.

You can go capture towers controlled by the Banished, and they can capture towers controlled by you, so defending towers you've captured is important. The more towers a side controls, the faster its Domination Bar ticks upward. If you lose control of your towers after you've built up some Domination Points, you don't lose the Points—your green bar stays where it is and does not regress.

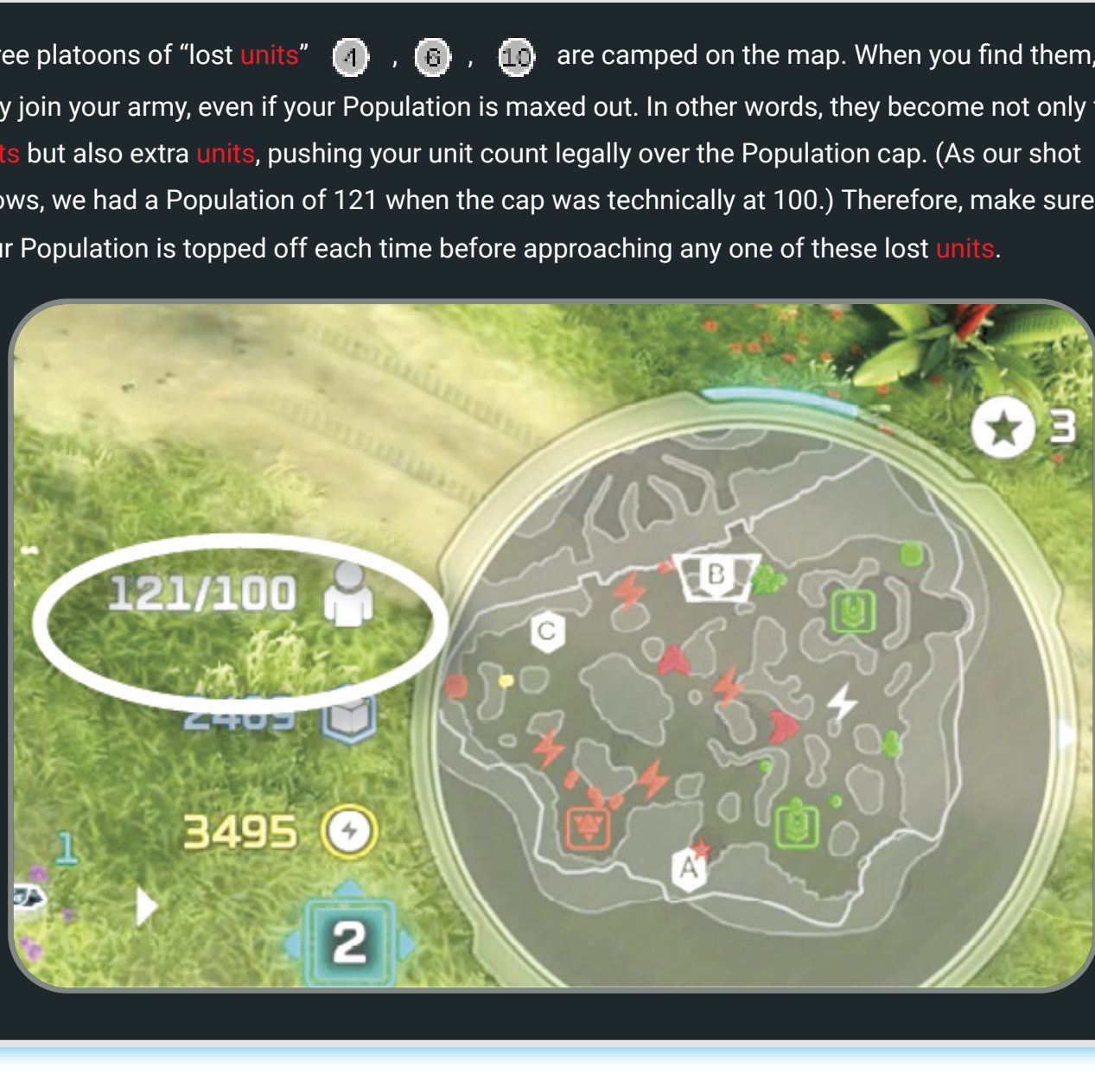
MUSTER YOUR FORCE

Finish securing Alpha Base with Turrets in all corners, then take stock of your troops; you've gained control of all UNSC units that survived the initial base assault. You should have two to three Wolverines left, plus your Scorpion, a Kodiak or two, some mixed infantry, and of course your Spartan Red Team.

Train at least one Sniper from your Barracks to serve as a cloaked spotter for your Kodiak(s). Open your Airpad and add a Nightingale for support and a good-sized squadron of Hornets. If you've already upgraded your base to Tech Level 3, add a Scorpion or two from the Garage as well; if not, add more Hornets. Whatever the case, keep training units until you max out your Population. (See our Tip for more details.)

MAX OUT YOUR POPULATION BEFORE YOU REUNITE THE ISOLATED UNITS!

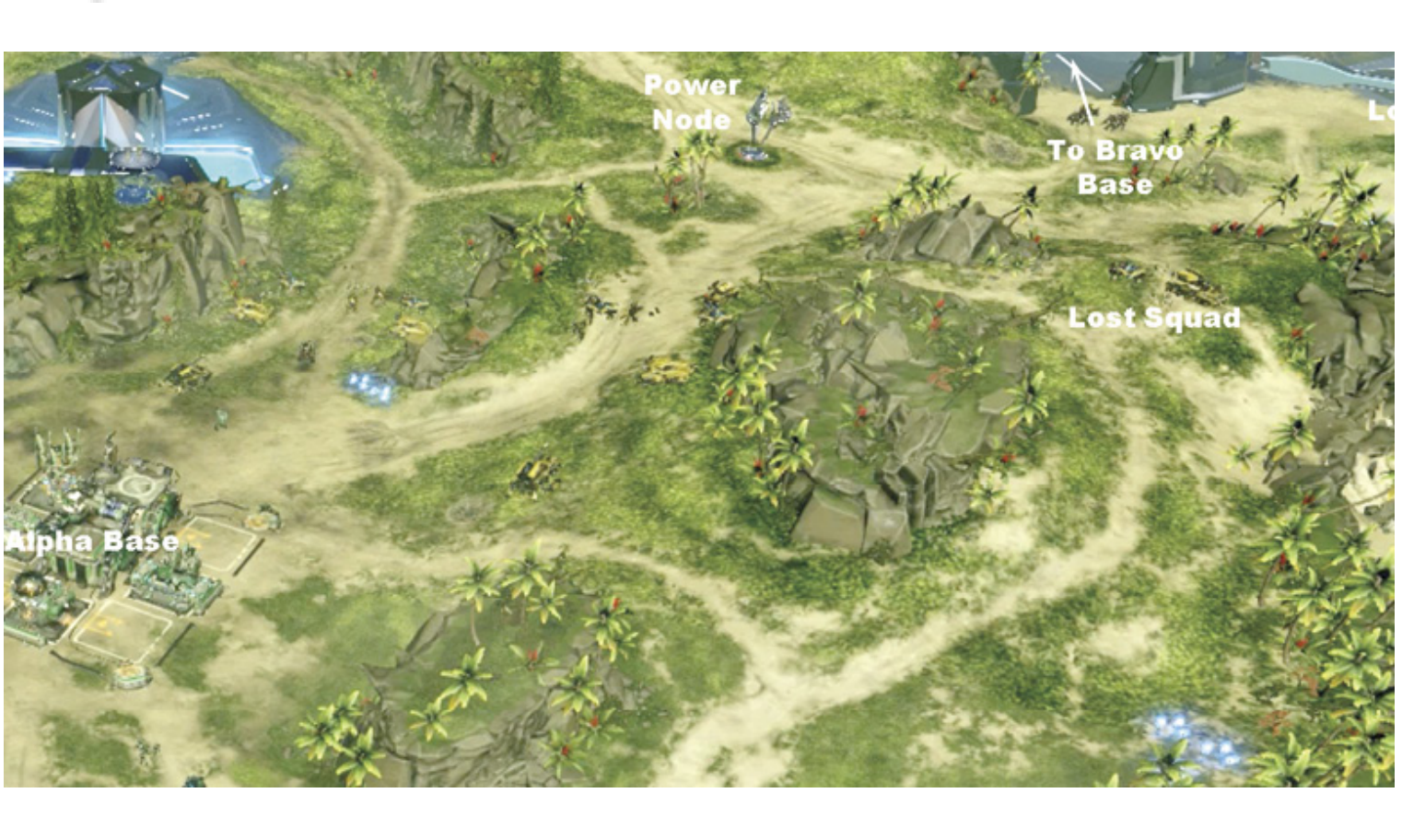
Three platoons of "lost units" ④, ⑥, ⑩ are camped on the map. When you find them, they join your army, even if your Population is maxed out. In other words, they become not only free units but also extra units, pushing your unit count legally over the Population cap. (As our shot shows, we had a Population of 121 when the cap was technically at 100.) Therefore, make sure your Population is topped off each time before approaching any one of these lost units.



▸ Optional Objective: Reunite the Three Scattered Groups of UNSC Forces

FIND THE FIRST LOST SQUAD (1 OF 3)

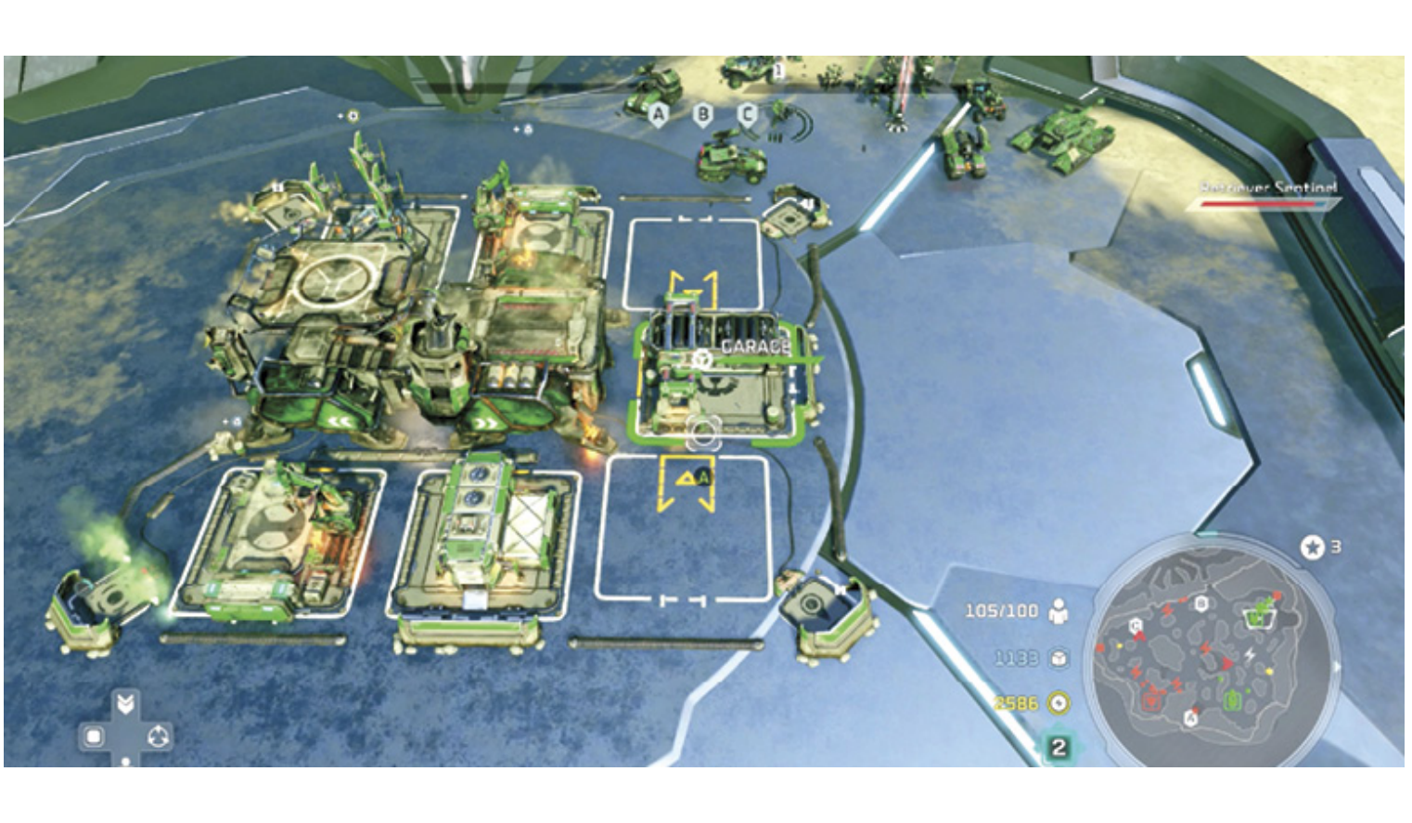
When your full strike team is ready, exit the Alpha Base area, heading up the northwest road to find an isolated UNSC squad ④: a Kodiak, a Warthog, and some Marines. This is one of three such squads scattered across the map. When you approach, you automatically gain control of them. Add these free units to your strike force. Then capture the nearby Power Node ⑤.



▸ Optional Objective: Rescue Bravo Base. Completion Earns a Skull!

Capturing the Power Node triggers a message from Captain Cutter: UNSC Bravo Base ⑥ is under attack and needs relief. A Bravo Base health bar appears onscreen at the upper right. If you rescue the installation before the Banished can destroy it, you gain control of Bravo Base's resources and production facilities. This payoff is well worth the effort, but you need to hurry—the health bar drops fast.

Bravo Base sits nearby in an enclosure with three entrances, and Banished forces are amassed at each one. Send your Hornets in the lead up the road to the front entrance ⑥, where a pair of Wraiths lob shells at the installation. Kill them, hustle to eliminate the Hunters at the back-right entrance, and then nail the Banished at the other rear entrance. When all attacking foes are eliminated, the base is secured and comes under your control.



Bravo Base is a seven-socket Command Center with a Garage, Barracks, Generator, and two Supply Pads already in place. This new resource income starts pouring into your coffers right away. Later, bands of Banished raiders harass this base, so erect regular Turrets in three corners and a Siege Turret in the fourth. Upgrade two of the regular Turrets to Anti-Air Turrets, and one to an Anti-Infantry Turret. When the base is secure, add a Garage and an Airpad.

GET BRAVO READY FOR RAIDS

Later in the mission, flights of Banshees and roving bands of Hunters may attack Bravo Base. Make sure the installation has the appropriate upgraded Turrets to meet these threats. Put in at least one Siege Turret too.

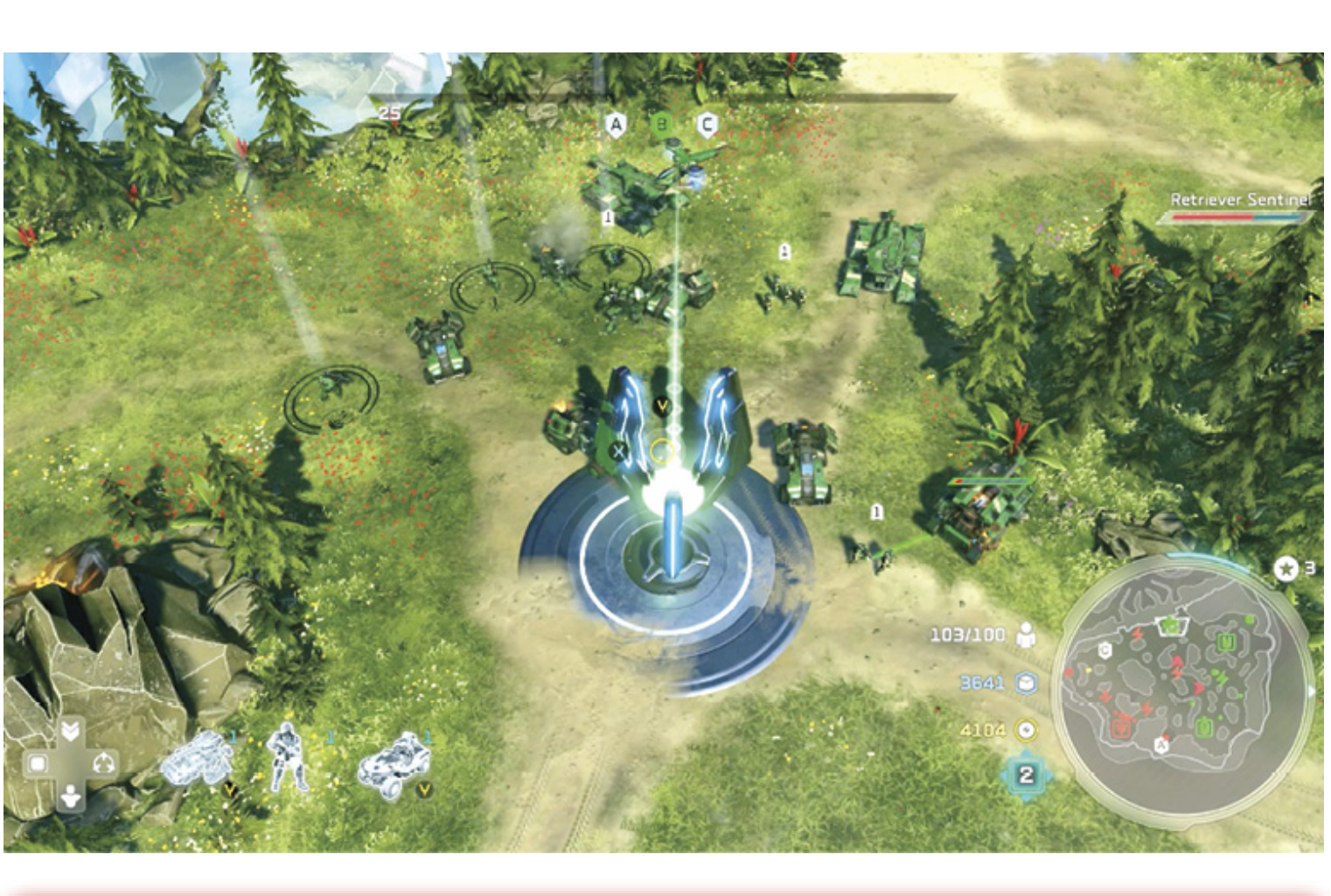
FIND THE SECOND LOST SQUAD (2 OF 3)

While you're developing Bravo Base, send a fast Warthog through one of the enclosure's rear gates to the circular platform ⑦ behind the base. There you find another lost squad: a Scorpion and a Wolverine, two valuable extra units. Add them to your army and send them with a few other troops to blast apart the nearby Banished extraction base ⑧. Drop in your own One-Slot Minibase to replace it, and add another resource facility or a Barracks.

CAPTURE CONTROL TOWER B (1 OF 3)

March your Spartan-led strike force south from Bravo Base to Control Tower B. Once you capture it, your green Domination Bar starts to fill up at the top of the screen. As always in Domination games, you should assign a strong team to defend the tower from enemy raiders who try to steal it away. In this mission, Spirit dropships ferry in formidable Banished capture teams led by a powerful shielded Warlord and a Blisterback, along with Banshee escorts.

A good mix of defenders for each tower you capture: a Spartan leader for the team, two to three Hornets (anti-vehicle), a Wolverine (anti-air), a Scorpion (anti-infantry), a Nightingale for repairs, and a few Marines.



BEWARE THE RETRIEVER

Again, watch your Minimap to see where the Retriever (the big red triangular blip) is patrolling. If it starts drifting toward your control-tower defenders, quickly move them out of its way!

CAPTURE CONTROL TOWER C (2 OF 3)

March your main force down the trail along the back of the map, next to the great blue shield. Capture the Power Node ⑨, then continue on toward Control Tower C. Be sure the Retriever isn't floating toward the tower, then move in and capture it. That's two down, one to go. Again, leave a strong crew of defenders to keep the tower under UNSC control. Place Marines in each of the two garrisons by the tower platform, and leave a Spartan with two or three Hornets, a Scorpion, a Wolverine, and a Nightingale near the tower.

THE RETRIEVER CAN ACTUALLY HELP YOU

The Retriever Sentinel plays no favorites, attacking any military unit it encounters, whether UNSC or Banished. Thus, if you lose a control tower to a Banished raiding team, check the Retriever's flight path before you endeavor a recapture attempt. If the big Sentinel drifts over the Banished troops at the tower, it annihilates them for you. Wait until the Retriever flies away before you send in your own team to regain tower control.

FIND THE THIRD LOST SQUAD (3 OF 3)

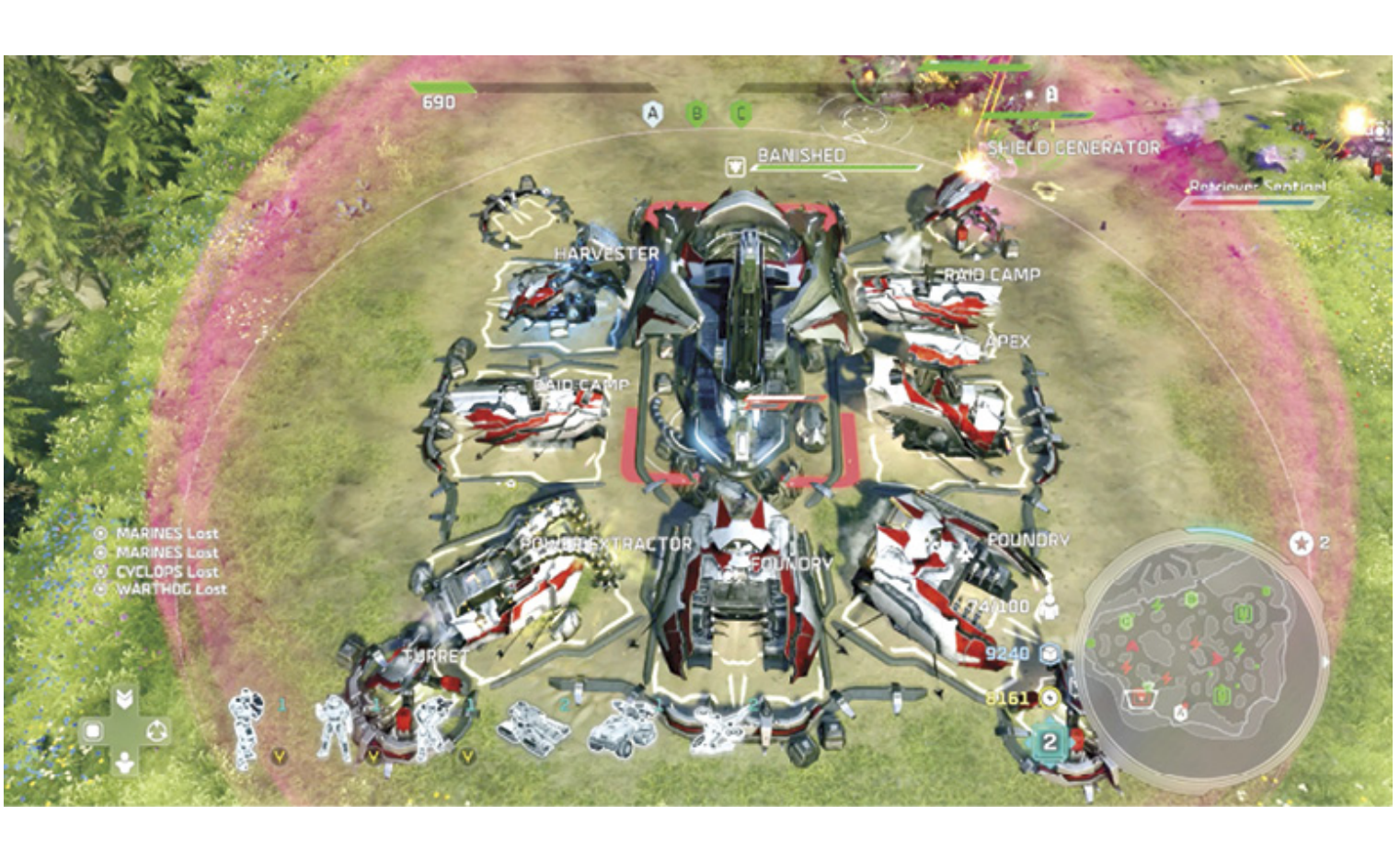
Proceed along the trail from Control Tower C to reunite with the last squad of lost soldiers ⑩ camping down by the river: a Hornet and a Warthog. These help replace units you've assigned to tower guard duty, and the reunion completes the optional objective. Push across the river to the Banished minibase ⑪, raze it, and drop in your own One-Slot Minibase to replace it.

UPGRADE EVERYTHING WHEN YOU CAN!

As we mentioned in our Getting Started section, Supply and Power do little good sitting in storage. Don't hoard them! Buy air, vehicle, and infantry upgrades; speed up production time and strengthen base structures; get your Tech Level up to 3; and above all, increase your Population cap. Upgrade individual units too, especially the units you rely on most. Marines should have a Combat Tech, Hornets should have Wingmen, Warthogs should have Gauss Cannons, and so on.

▸ Optional Objective: Destroy the Banished Base

Continue along the trail to capture another Power Node ⑫. Just ahead is the entry passage and rally point ⑬ for the main Banished base ⑭. Deploy Kodiaks to bombard the enemy Turrets guarding the passage, and send in a cloaked Sniper to spot for your artillery. Then hammer your way to the big shielded base. Drop in a salvo of Archer Missiles to help knock out the base shield, then move around the outside, picking off the Turrets in the corners. Finally, unleash your army's concentrated fury on the HQ building to bring down the house.



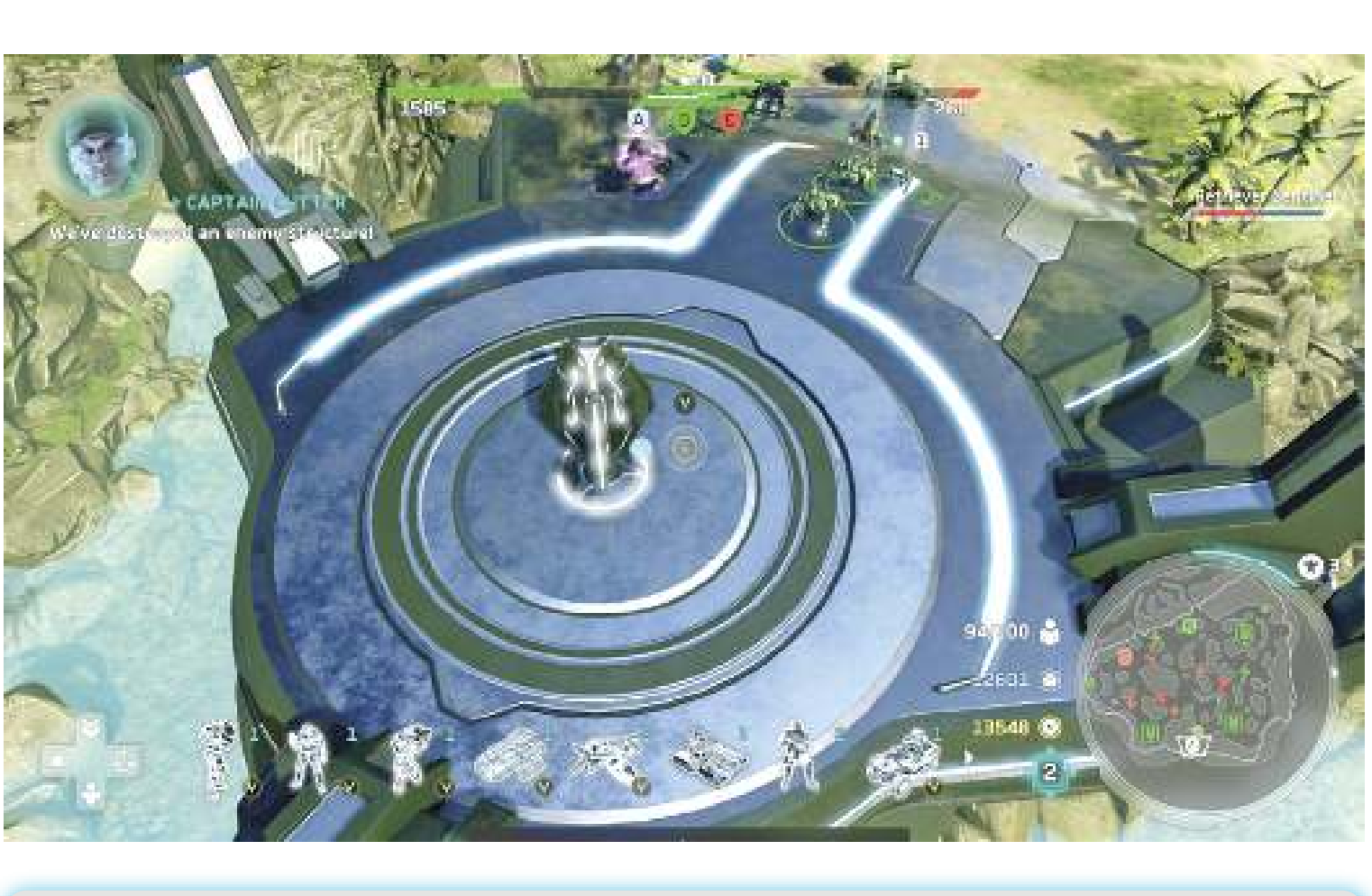
When the Banished base is destroyed, Cutter reports that this action will reduce the number of Banished reinforcements on the battlefield. Now you can drop in your own Firebase to replace it. If your troop total has fallen below the Population cap, jump to your UNSC main base and crank out replacements.

BONUS OBJECTIVE: KILL 10 ENEMIES WITH THE VULTURE ABILITY

If you're at Tech Level 3 (and you really should be, by now), consider building two or three Vultures at your Airpad. Just one of these fearsome floating gunships can make the defense of control towers you've captured much easier. When Spirit dropships ferry in Banished raiders, use the Vulture's special ability to fire Phoenix tactical missiles for quick kills.

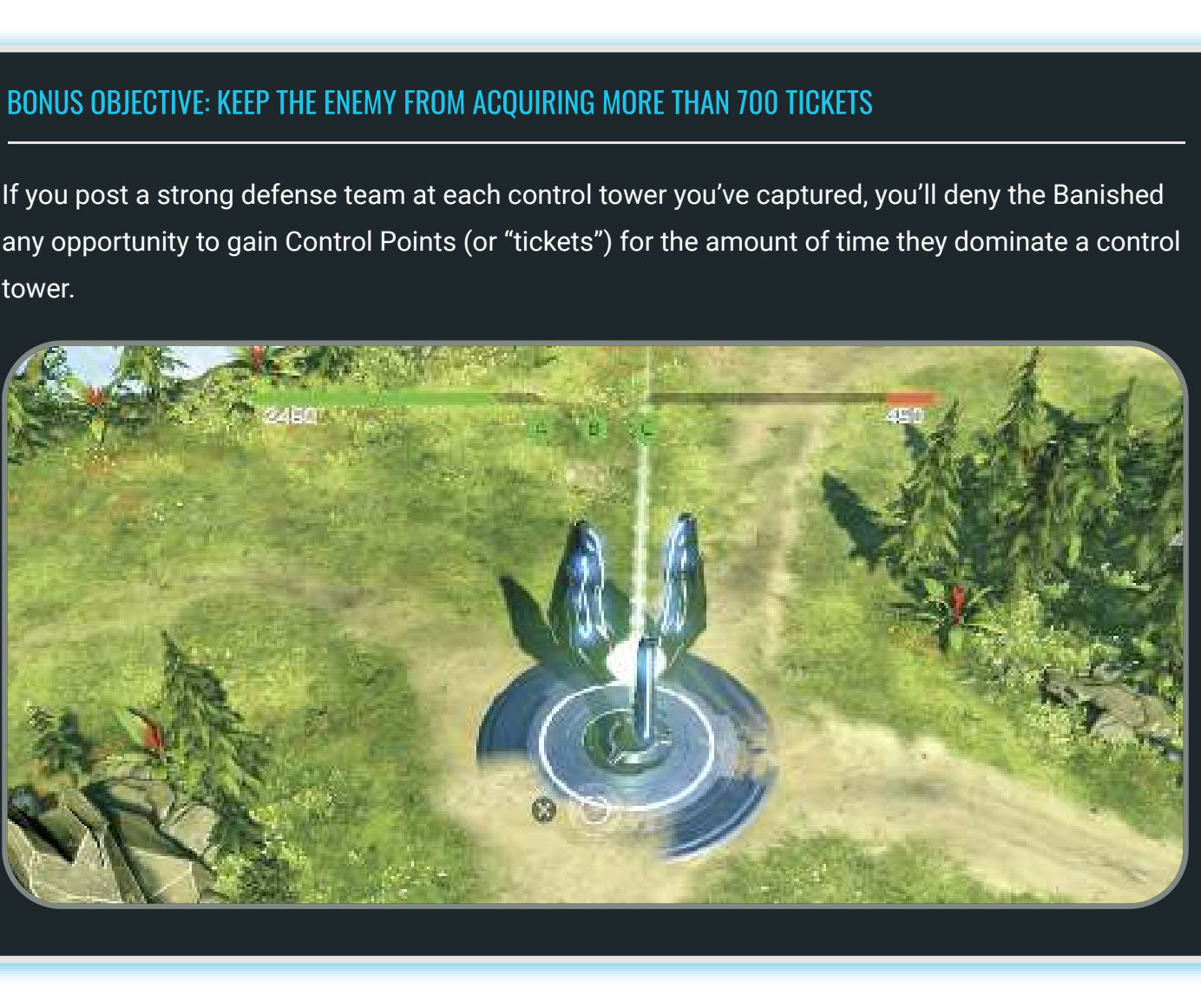
CAPTURE CONTROL TOWER A (3 OF 3)

Once you've got a strong Spartan-led defense at both Towers B and C, send your last Spartan with all remaining forces down to Control Tower A on the platform not far from your main base ①. Take care not to cross paths with the Retriever on the way. A Warlord and a Turret guard access to the last control tower, so it's not a cakewalk capture. But you should have enough troops to get the job done.



BONUS OBJECTIVE: KEEP THE ENEMY FROM ACQUIRING MORE THAN 700 TICKETS

If you post a strong defense team at each control tower you've captured, you'll deny the Banished any opportunity to gain Control Points (or "tickets") for the amount of time they dominate a control tower.



▸ Primary Objective: Capture and Hold the Control Towers (Continued)

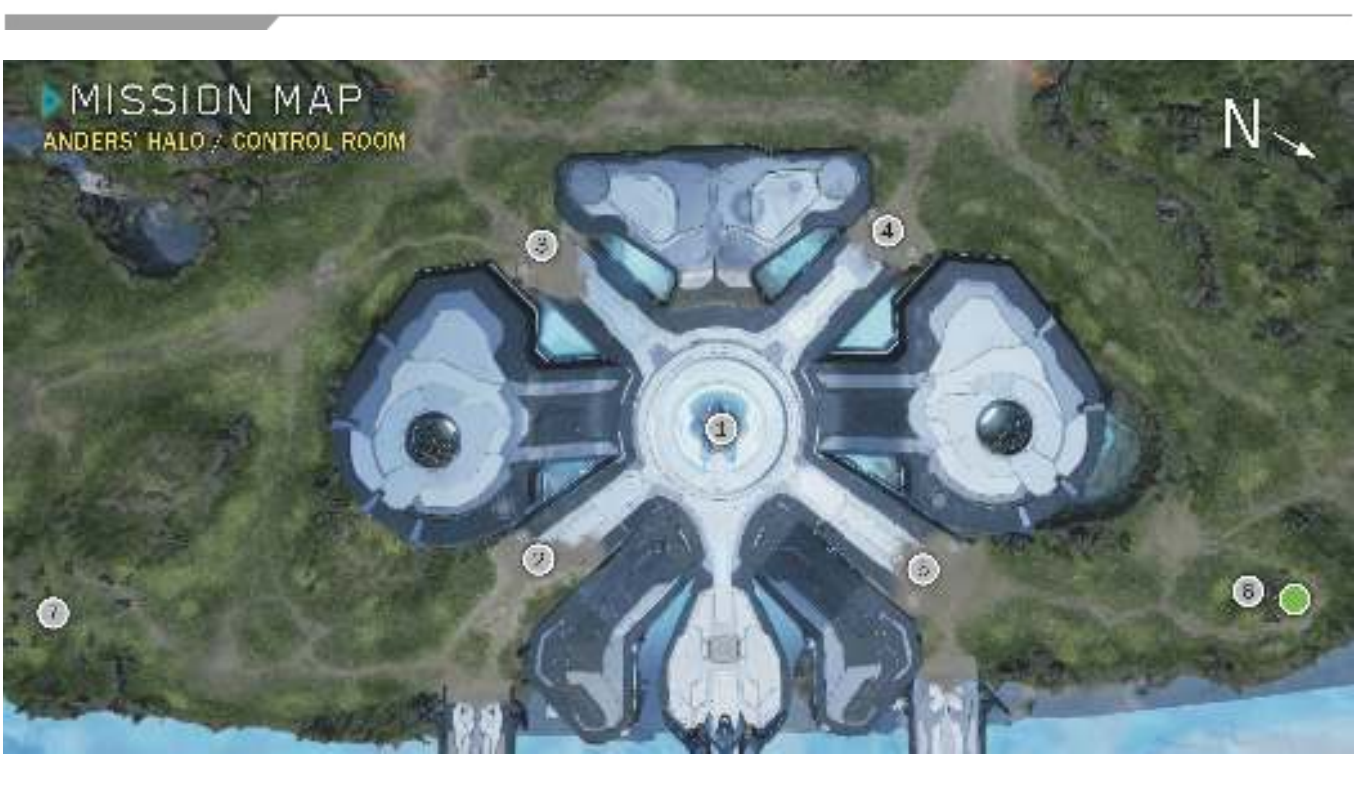
At this point, you just have to run out the clock as your Domination Bar fills up with green. Spend your time distributing your forces evenly between the three control towers, keeping them ready to fend off Banished raids. Carefully watch the Retriever's movements, and push your defense teams out of its way. When Anders finally gains full control of the great Sentinel, she takes down the shield. Now you have access to the Halo control room.

Act III

Mission: Last Stand

Inside the control room, Professor Anders works feverishly to disarm the Halo's weapon systems and install a message beacon for Earth. The console has a dome shield, but it won't last long. Spartan Red Team and your UNSC troops deploy in a defensive perimeter outside. Get ready: Atriox is about to unleash every Banished unit he has on the Halo ring.

MISSION WALKTHROUGH



▼ MISSION SUMMARY

Hold out against the Banished long enough for Anders to complete her mission.

▼ SCOUTING REPORT

Make sure you use the *Spirit of Fire*'s full arsenal to support your troops; you won't have access to a Firebase!

▼ OBJECTIVES

PRIMARY

- Defend the professor and the control room from the Banished
- Hold out for two minutes

OPTIONAL

- Keep the Control Room Shield over 50 percent
- Kill the two Brute Warlords and stop their reinforcements

BONUS

- Upgrade Turret deployment
- Kill the commanders within 10 minutes
- Take down a Scarab with Archer Missiles

PAR TIME

- 30:00

▼ EXTRAS

SKULLS AVAILABLE: 2

PHOENIX LOGS: 1

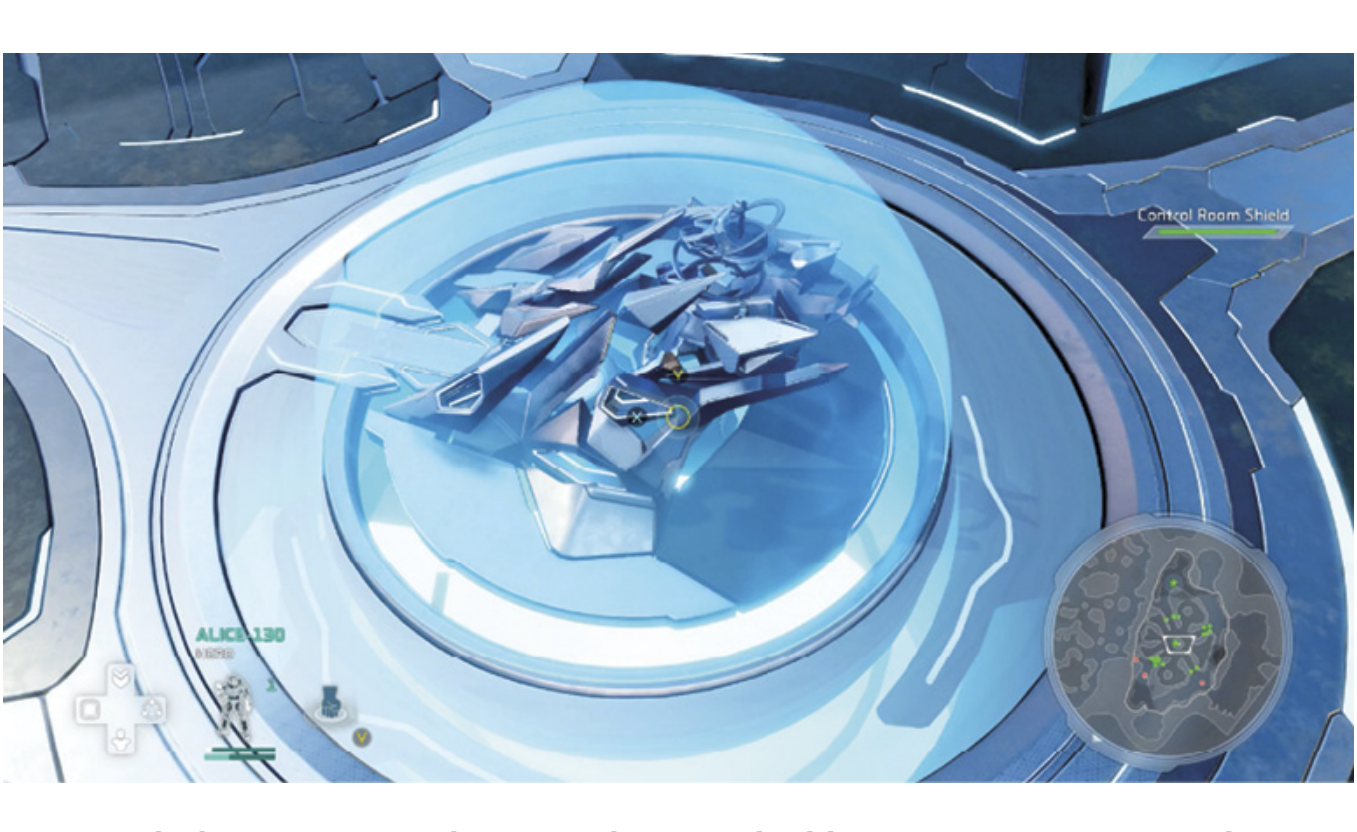
▼ MAP LEGEND

①	Halo control room
②	East passage
③	South passage
④	West passage
⑤	North passage
⑥ - ⑦	Brute Warlord groups
●	Phoenix log

This is your final mission, and as you might expect, it demands that you employ many of the skills you've learned over the course of the game with speed and efficiency. You can win handily if you complete only the primary objectives, but adding in the optional and bonus objectives that target the Brute Warlords (also called "the commanders") is a challenge. Here we provide some basic guidelines for success.

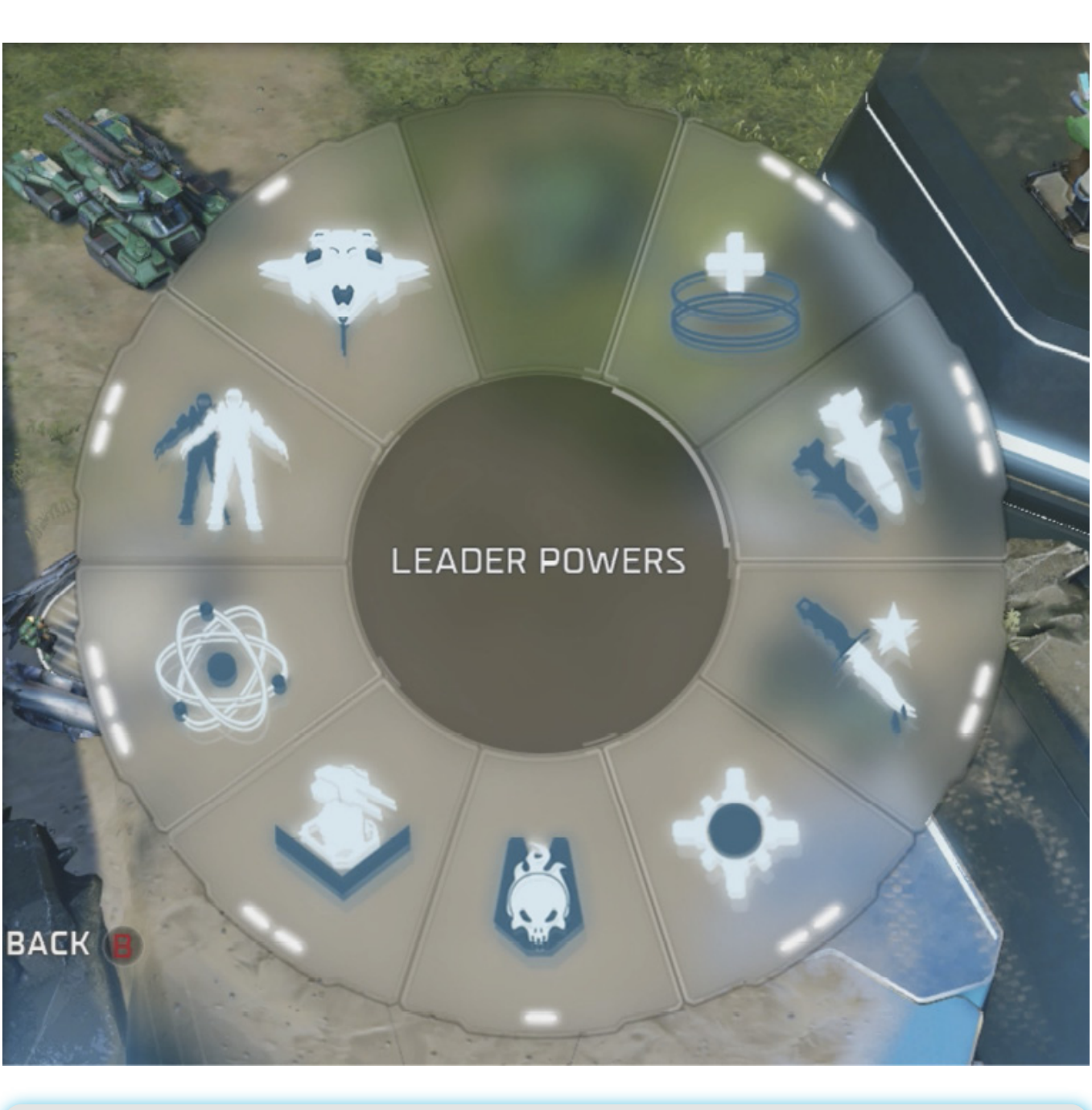
‣ Primary Objective: Defend the Professor and the Control Room from the Banished

Your job is to stop Banished attackers from advancing down the four passages ② - ⑤ that converge like spokes at the central hub where Professor Anders works in the control room ① surrounded by a blue energy dome. Although the dome is strong, sustained Banished attacks can degrade and eventually destroy it. The Control Room Shield health bar appears onscreen at the upper right.



‣ Optional Objective: Keep the Control Room Shield Over 50 Percent. Completion Earns a Skull!

The key here is to meet Banished force with the appropriate UNSC counterforce, and do it quickly. You have no base, so resource/production issues don't exist. The only construction work necessary is to build and upgrade Turrets. You start out with several squads of Hellbringers and Marines, plus two Nightingales and your three Spartans. You also learn that the *Spirit of Fire*'s awesome Leader Powers are now all unlocked with reduced recharge times.

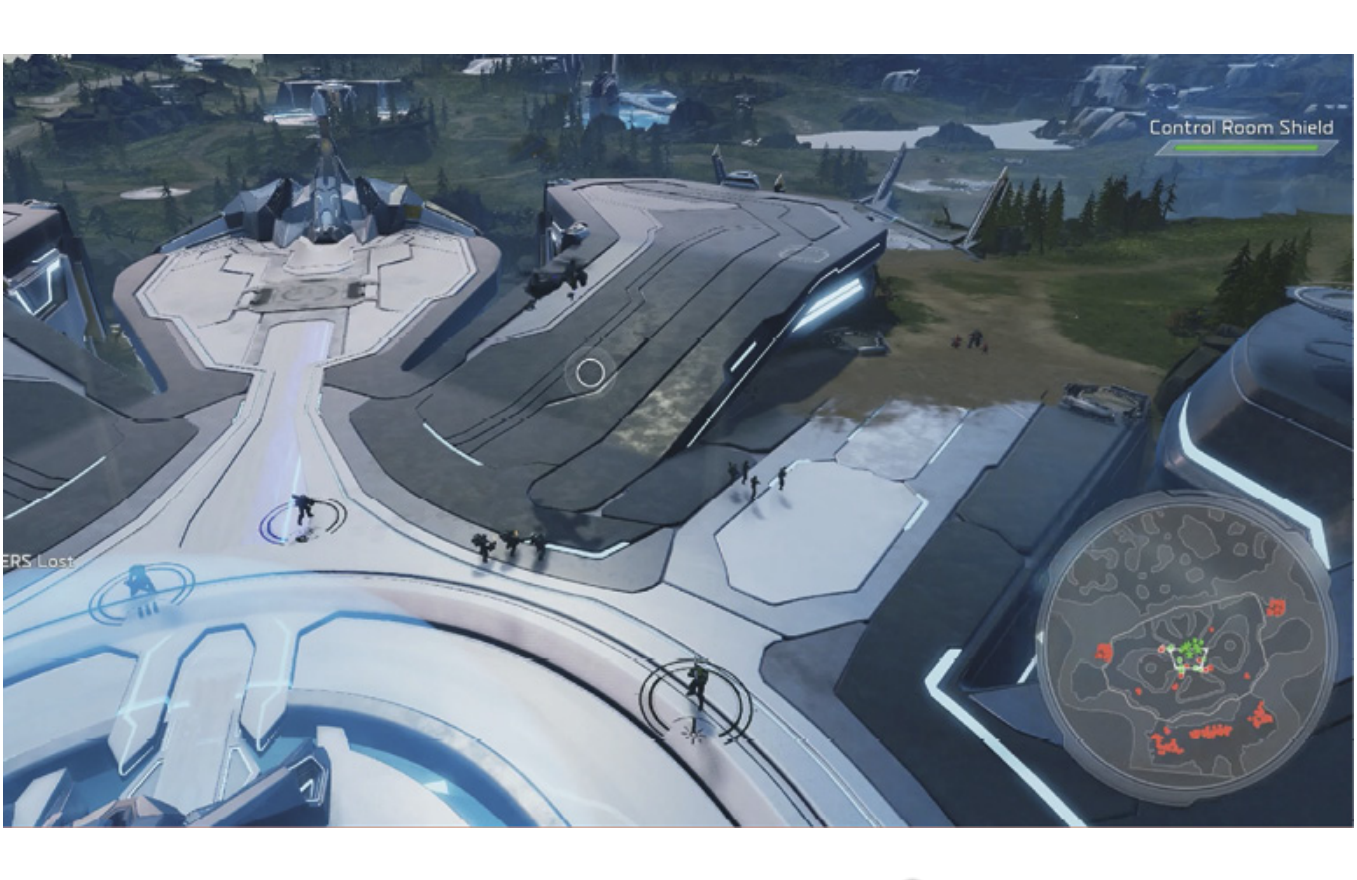


TIPS FROM THE TESTERS

Leader Power cooldown times have been shortened considerably for "Last Stand," so you can deploy them more often. Take advantage of this! Be a demigod and hurl down Leader Powers as often as possible.

FIRST ASSAULT: FILL THOSE GARRISONS AND TURRET SLOTS!

Getting a good, fast start is important, so take the following four steps as quickly as you can manage. You have only about one minute until the first attack wave hits, starting at the east passage, then spreading to the other passages. Thus, ideally, each step should take no more than 15 seconds:



- STEP 1: Hustle infantry into the two garrisons at the east passage entrance ②. Hellbringers in one and Marines in the other—and plant a Spartan in the middle with a Nightingale just behind. Drop a Turret into the slot on the ledge above, overlooking the entrance. Again, try to do all this in 15 seconds.
- STEP 2: Hurry! Move the camera back to the hub, select the following units, and rush them out to the next entrance clockwise ③. Hellbringers in one garrison, Marines in the other, Spartan in the middle. This time you have two Turret slots up on the ledges overlooking the entrance, one on each side. Fill them both!
- STEP 3: Zoom back to the hub, select the last Spartan, plus one squad each of Marines and Hellbringers, and then hustle them out to the garrisons in the next entrance clockwise ④. This one has two Turret slots on the ledges above as well; again, drop Turrets into both slots.
- STEP 4: Finally, move your remaining troops down the north passage ⑤ and fill the garrisons and Turret slot. Then place the uncovered troops in between the garrisons, with the other Nightingale hovering above.

Turrets take 40 seconds to build, so the first ones you placed ②, ③ come online ready to fire as the Banished attackers arrive. With Spartans anchoring your line in three passages, you should repel these assaults fairly easily. Use their Spartan Slam to cripple multiple enemy units with one hit.

IF THINGS GO SOUTH...

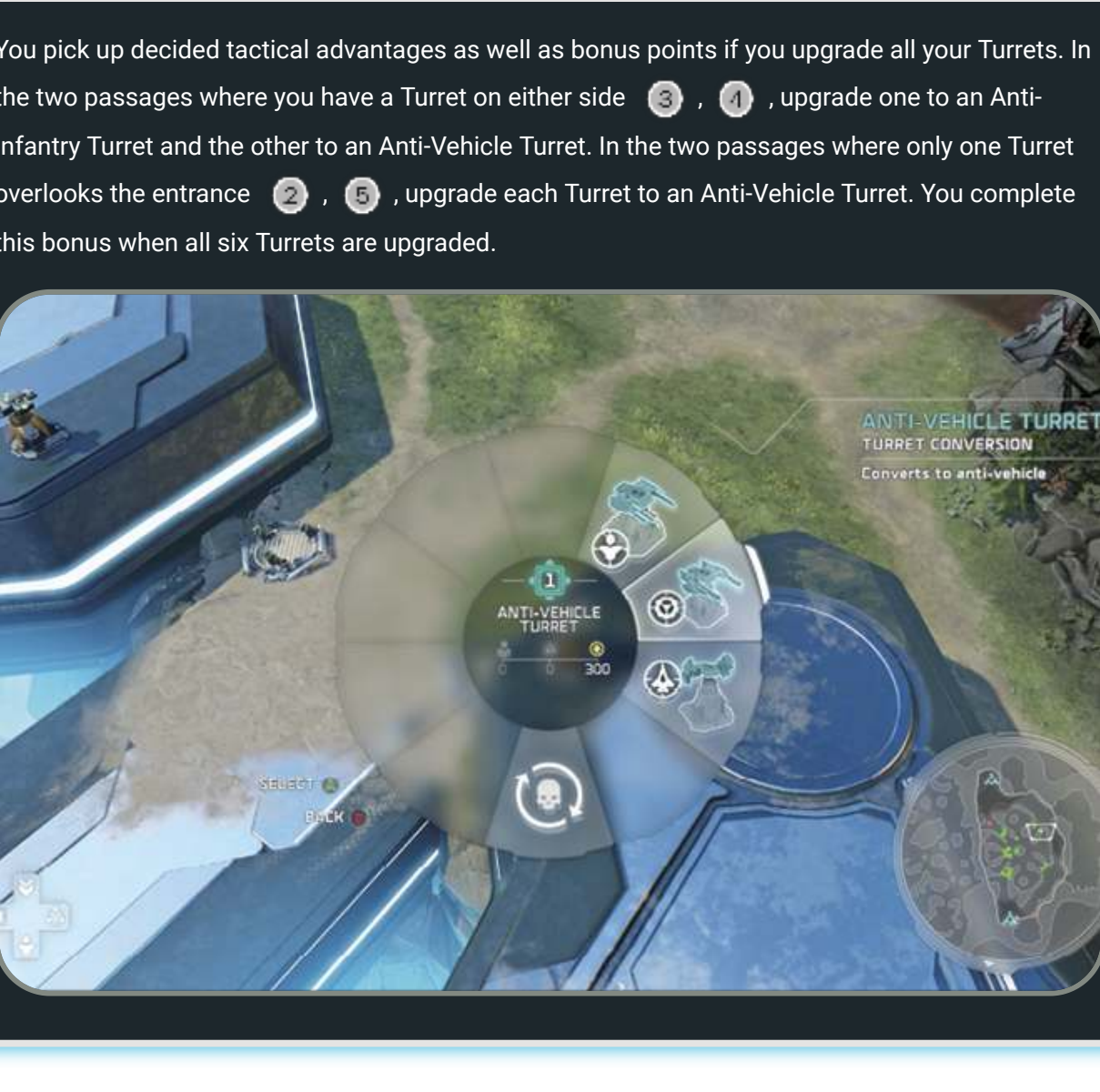
If it looks like any of your four groups is getting overwhelmed, flip open your Leader Power radial and activate Turret Drop or ODST Drop for instant reinforcements. (Remember: ODST drop pods inflict area damage when they hit the ground, so drop them right on top of enemy units!) And if any of your squads gets critically low on health, maneuver a Nightingale above them for some healing.

SECOND WAVE: SUICIDE GRUNTS

After you break the first Banished wave, Cutter delivers more troops. The first round of reinforcements comprises Cyclops and Marine units, eight of each. Distribute them evenly, putting two of each unit in every passage. Be quick, because more Banished raiders are on the way—several squads of explosive Suicide Grunts. Your Turrets and your garrisoned Marines and Hellbringers can detonate these threats before they get close enough to inflict splash damage.

BONUS OBJECTIVE: UPGRADE TURRET DEPLOYMENT

You pick up decided tactical advantages as well as bonus points if you upgrade all your Turrets. In the two passages where you have a Turret on either side ③, ④, upgrade one to an Anti-Infantry Turret and the other to an Anti-Vehicle Turret. In the two passages where only one Turret overlooks the entrance ②, ⑤, upgrade each Turret to an Anti-Vehicle Turret. You complete this bonus when all six Turrets are upgraded.



‣ Optional Objective: Kill the Two Brute Warlords and Stop Their Reinforcements. Completion Earns a Skull!

Around this time, Captain Cutter reports that Brute Warlords have moved onto the field to oversee Banished troops. As he explains, eliminating them will disrupt the enemy's chain of command. Locations for the two Warlords appear on your Minimap ⑥, ⑦ but you can't see their scary cadre of support troops through the fog. These are both *very* tough targets, especially in the early minutes of the mission, before you gain higher-tier troops. Each Warlord possesses a powerful contingent of mixed units surrounding him, plus a few Engineers for healing and repair.

Control Room

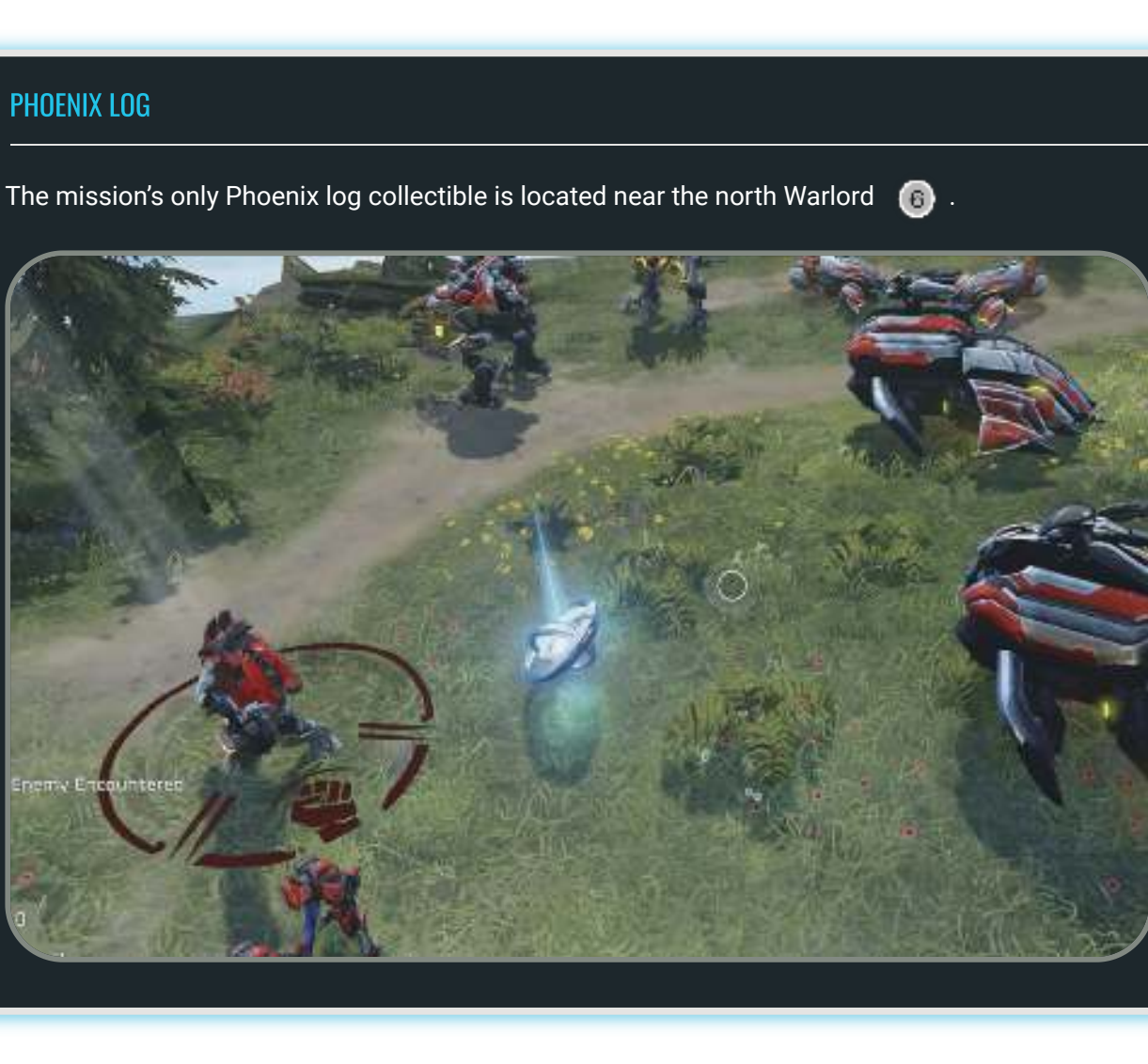
BONUS OBJECTIVE: KILL THE COMMANDERS WITHIN 10 MINUTES

Your best bet for taking down the Brute Warlords early is to saturate their positions with Leader Power bombardment. Before you engage each Warlord, wait until all your offensive Powers (Archer Missiles, ODST Drop, Turret Drop, Lotus Mines) are charged up and ready to go. Send out a strong, Spartan-led group to attack the Warlord clan, then start dropping in all your orbital surprises.

Wait until the *Spirit of Fire* delivers some heavy armor before you try a counterattack against the Warlords. It's risky, but in the lull after a Banished assault on your four passages, quickly assemble a strike force led by all three Spartans. (Be sure to leave a few defenders at each passage; the Turrets alone can't hold off an assault.) When you reach the Warlord's clearing, immediately send Alice, Douglas, and Jerome leaping to hijack three of his tanks. Then drop the Leader Powers on the Warlord and his minions. Take them all out, no survivors.

PHOENIX LOG

The mission's only Phoenix log collectible is located near the north Warlord ⑥.



IMPORTANT: After you eliminate a Warlord group, rush your strike team back to the four control room entrance passages! You need your Spartans in the passages for the big Banished assaults about to come.

THIRD WAVE: GRUNTS AND CHOPPERS

After you repel the Suicide Grunts of the second Banished wave, take a few seconds to upgrade all six of your Turrets, if you haven't already done so. (Check out our Tip earlier on that.) Soon Atriox starts flinging mixed squads of Grunts and Choppers in staggered attacks on all four passages. Your new Cyclops and Marines can hold the line, but Anti-Infantry and Anti-Vehicle Turrets really help lock down those entrances.

When you rebuff this attack, Cutter makes a drop of Warthogs and Scorpions, plus more Nightingales. Get them out to join your defense, one vehicle to each entrance. You should have a Nightingale providing support above each of the four passages now.

FOURTH WAVE: GRUNTS AND MARAUDERS

Soon the next wave hits as Atriox sends Grunts with Marauder tanks to charge the passages. Your upgraded Turrets and armored reinforcements should shatter this assault. Afterward, Cutter checks in with Professor Anders, who says she's about halfway done but needs more time.

Control Room Shield

FIFTH WAVE: ELITE HUNTERS

The next wave features Elite Rangers, marksmen with long-range carbines who set up to snipe from outside your team's range. Push units out from the passage entrance to engage them. Send Warthogs out to ram the Rangers, or use Leader Powers to drop a temporary Turret or ODST squad right next to the enemy snipers.

DISTRIBUTE YOUR REINFORCEMENTS EVENLY

Each successive drop of reinforcements from the *Spirit of Fire* brings you a higher tier of units. Atriox sends a nefarious mix of infantry, vehicles, and eventually air units to attack the four passages to the Halo control room, using coordinated attacks that are sometimes staggered and sometimes simultaneous on multiple positions. Therefore, you want a full complement of mixed counter-units at the head of each passage:

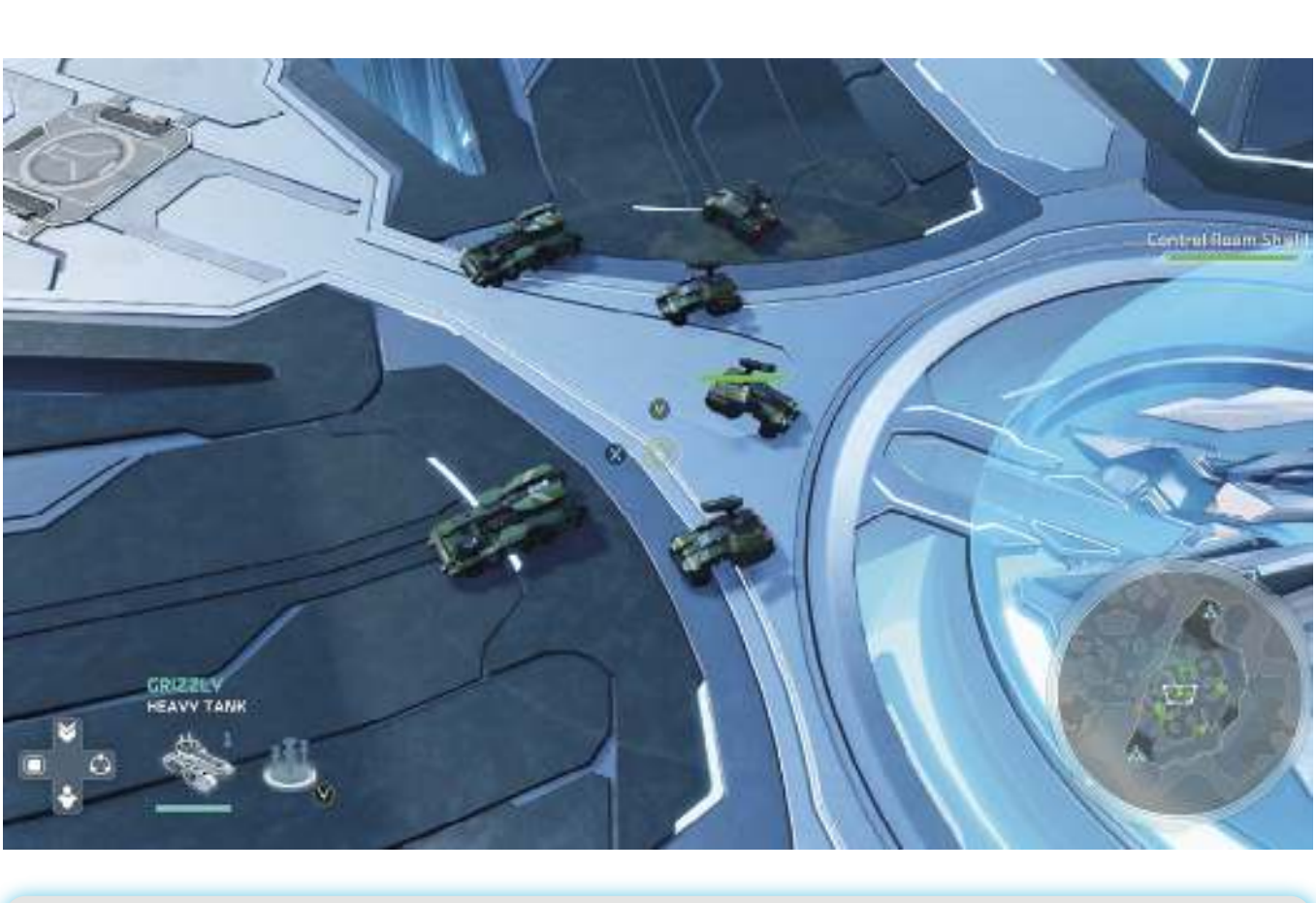
- Keep your garrisons full of infantry, including the two garrisons up on the ledges. Eventually, the Banished make several attempts to jump onto or fly over the ledges to flank your troops and get to the control room.
- Be sure to station anti-vehicle Cyclops units at every entrance. These are critical for holding Banished vehicles at bay until the *Spirit of Fire* delivers Hornets.
- Keep a Nightingale hovering above each passage entrance.
- When it finally arrives, deploy heavy armor (Scorpions, Grizzlies, Kodiaks) to each entrance, putting one tank up on the ledge overlooking the passage so it gains the elevation advantage.
- Check your Turrets after every wave, replacing any that get destroyed.
- Again, use your Leader Powers regularly! Remember that their cooldown times are much reduced, so they recharge quickly.

Control Room Shield
Garrison
1/1

DEPLOYING HORNETS AND WOLVERINES

While it's true that the best overall deployment is to put at least one of each unit type in each passage, let us suggest a pair of exceptions:

- First, keep two to three Wolverines parked in a ring around the Halo control room. The reason: Banshees are the most likely Banished unit to slip past your outer ring of defense and hit Anders' protective blue bubble. If you hold back some Wolverines near the control room, they'll decimate any enemy flyers that sneak in to attack the shield.
- Second, keep a squadron of three or four Hornets, plus one Nightingale, in a hotkey group as your rapid-response force. When multiple Wraiths or massed Locusts attack an entrance in the later waves, rush your angry Hornet ball from the hub to pop the enemy vehicles one by one with concentrated autocannon fire.



TIPS FROM THE TESTERS

Maintain both an outer and inner ring of defenders to stop the Banished from getting to Anders.

SIXTH WAVE: GRUNTS, HUNTERS, AND LOCUSTS

Here's where it's good to have upgraded Turrets, a Hornet squadron, and balanced counter-units at every entrance. This wave of Banished includes multiple Locusts and Hunters. Target the Hunters with your tanks for quick removal. The Locust focus cannon has a long range, so push Hornet and Cyclops units out from the entrance to hit them.

Control Room Shield

CONDOR VS. SCARAB

After you finally crush the last of the Locust wave, Jerome reports a big Scarab lumbering toward the north passage ⑤. Don't panic! In response, Isabel introduces a new UNSC Super unit, the Condor G81 Heavy Gunship armed with laser Turrets and a ballista Mini-MAC (magnetic accelerator cannon). Send it directly to attack the Scarab. The Condor has immense power, and if you drop in some Archer Missiles too, the Scarab falls fast.

UNSC's super unit.
low moving but
gunship, armed with
mini-mac.

BANSHEES, BLISTERBACKS, AND WRAITHS

As the Scarab shudders in its death throes, Anders reports that the Halo ring is disarmed, but she needs a bit more time to set up the comm-beacon for Earth. For the next three minutes or so, Atriox sends flight after flight of Banshee fighters at the Halo control room from all directions. The Marines and Turrets in your outer ring of defense will degrade the flyers, and your inner ring of Wolverines will finish them off quickly in satisfying puffs of flaming debris.

Soon you get your last round of reinforcements, as the *Spirit of Fire* sends in two Vulture gunships. Combined with the Condor, these give you formidable heavy air support. The timing is great, because Atriox brings in his own heavy air unit, the Blisterback. Send a Vulture with a Wolverine to target each Blisterback for efficient kills, whether the enemy craft is airborne or on the ground in lockdown artillery mode. But keep at least one Wolverine posted next to the control room in case a stray Banshee manages to slip in close.

Finally, as Professor Anders makes her last adjustments in the control room, Wraith tanks start rolling in with infantry escorts. Your Condor, Vultures, and Hornets can make short work of any tank, so distribute them across your defensive perimeter: the Condor at the east passage entrance ②, a Vulture apiece at two more entrances ④, ⑤, then your Hornet swarm in the fourth entrance ③.

At this point, stop using Leader Powers so that they're fully charged when the Banished dial up their final furious assault (unless, of course, you have an emergency). After another couple of minutes, Atriox contacts Cutter, but the Captain cuts off the transmission.

‣ Primary Objective: Hold Out for Two Minutes

Now get ready for a three-Scarab attack. After 30 seconds, Anders reports that she's gained control of the Halo's gravity anchors. A 2:00 timer starts counting down in the upper right corner. Send half your heavy armor and both Vultures to the north entrance ⑤, where a single Scarab rumbles out of the fog. Leave your Condor at the east entrance ② and bring your Hornets and the rest of your heavy armor here too, as two more Scarabs launch a frightening assault.

Hold Out:
01:17
Control Room Shield

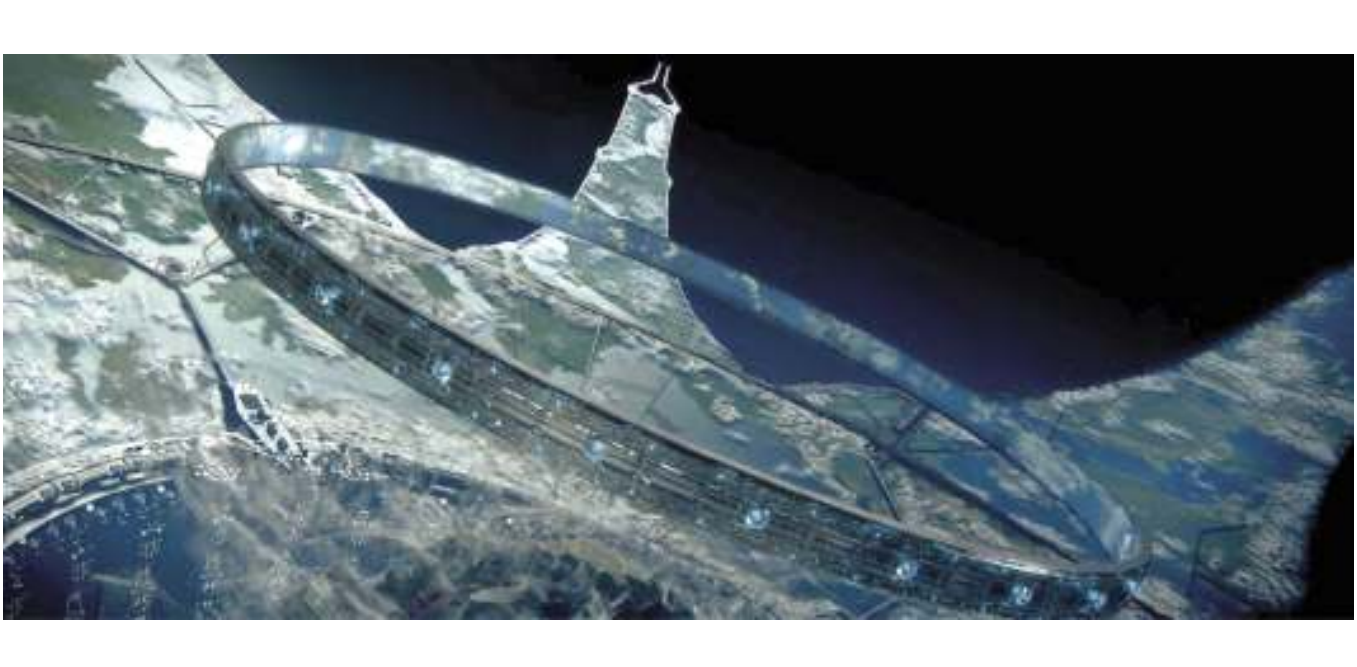
TIPS FROM THE TESTERS

Engage the Scarabs as soon as possible. Hit them the moment they emerge from the fog. It takes a while to wear them down.

Throw everything into this final defense. Hit the north Scarab with Archer Missiles, and it will likely fall quickly. When it does, immediately bring your Vultures (and other north-entrance units) over to help with the two east-entrance Scarabs.

Hold Out:
01:06
Hero killed

Drop Lotus Mines, ODSTs, and a Turret into these Scarabs' path. Your awesome Condor fares surprisingly well alone against the pair, but dose your gunship with Restoration Drones if its health drops into the yellow range. When the Vultures join in from the north, the battle is over in seconds. Watch the spectacular finale.



DESIGNER OVERVIEW

"LAST STAND"

SCULPTING THE BIG STORY BEATS

Players must protect Anders during this mission while she disables the Halo firing mechanism. This was the key beat all along, but the method of protection evolved.

DECISIONS ABOUT WHEN TO INTRODUCE NEW GAMEPLAY TWISTS

We wanted to ensure that players were given a surprise when Anders was forced to teleport away with the Halo.

IDEAS BEHIND THE MAP

This mission wasn't meant to be as challenging as the previous mission, but rather to help bookend the narrative and give players a chance to have fun casting all their Leader Powers against a huge hostile army.

ROLE THE MISSION FULFILLS IN THE STORY'S ESCALATION

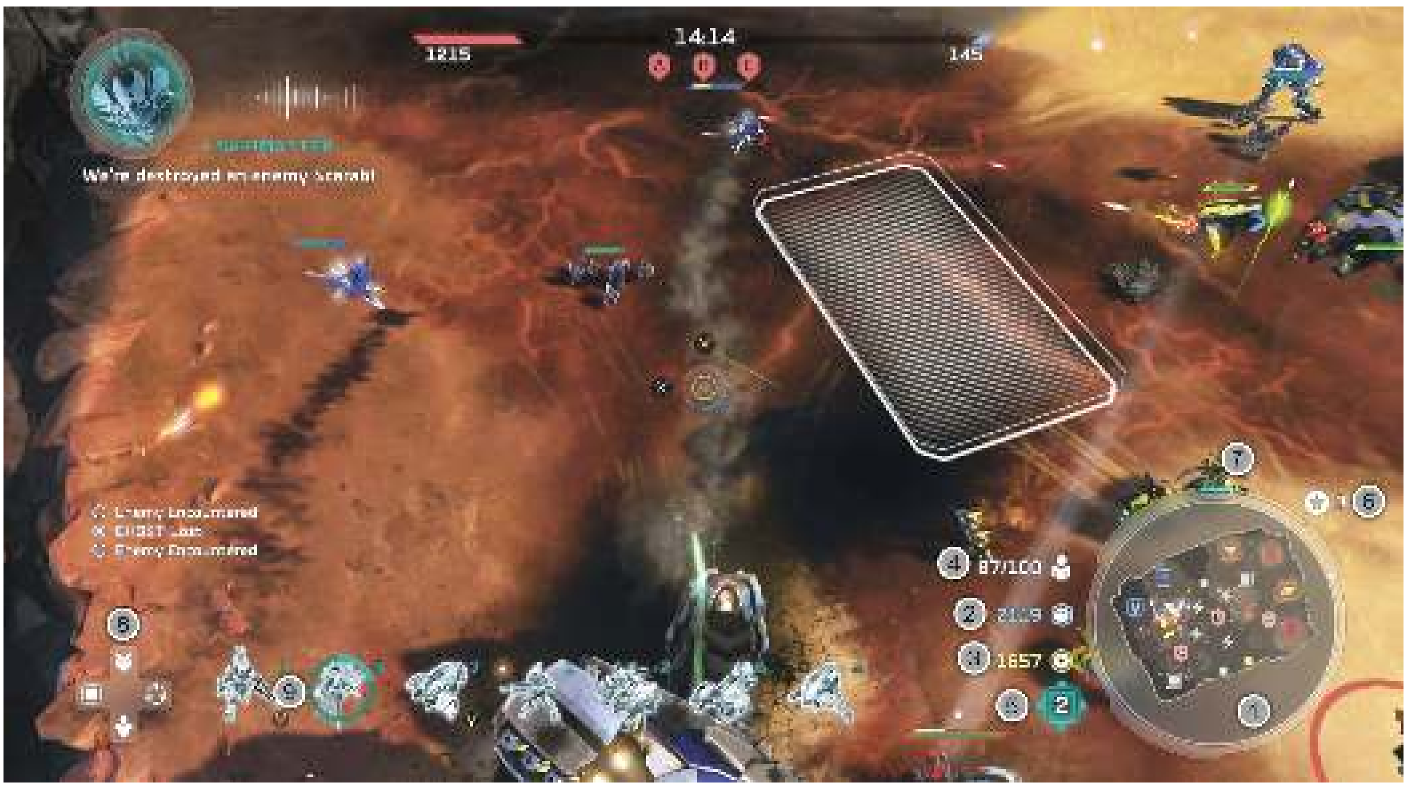
This mission leaves some big questions open. The Banished are ejected from the Halo by Anders, and the player is left with one fewer crew member. We also see a key cutscene after the credits, revealing what became of Anders, and a new, even bigger threat is revealed.

HOW THE MISSION EVOLVED OVER THE COURSE OF DEVELOPMENT

The mission originally included base-building, with players attempting to turn off all the taps (of enemies) flooding their base. We made a direction change to focus the mission more on using Leader Powers to defend the base, rather than traditional base-building, so that the gameplay beat felt unique amongst the other defensive missions.

Multiplayer

The HUD



Quickly discerning information on your screen is essential to making fast and effective decisions on the battlefield.

① **Minimap:** The Minimap shows the location of all units and buildings on the map. Keep in mind that only units you currently have line of sight on are visible, and any buildings done within the fog of war don't update until you gain vision again.

② **Supply:** Supply is the main resource used in training units and is not used in research.

③ **Power:** Power is used mainly for research and upgrading buildings. Some units do require a small amount of Power for creation.

④ **Population:** This shows your current/maximum use of the POP cap. This can be upgraded in the Armory/War Council.

⑤ **Tech Level:** This shows your current Tech Level. Your Tech Level determines what research and units you have available. To upgrade your Tech Level, you must upgrade your base!

⑥ **Leader Points:** This shows the amount of Points you currently have to invest in Leader Powers. Leader Powers and Power upgrades only cost one Point, so try to keep this number at zero!

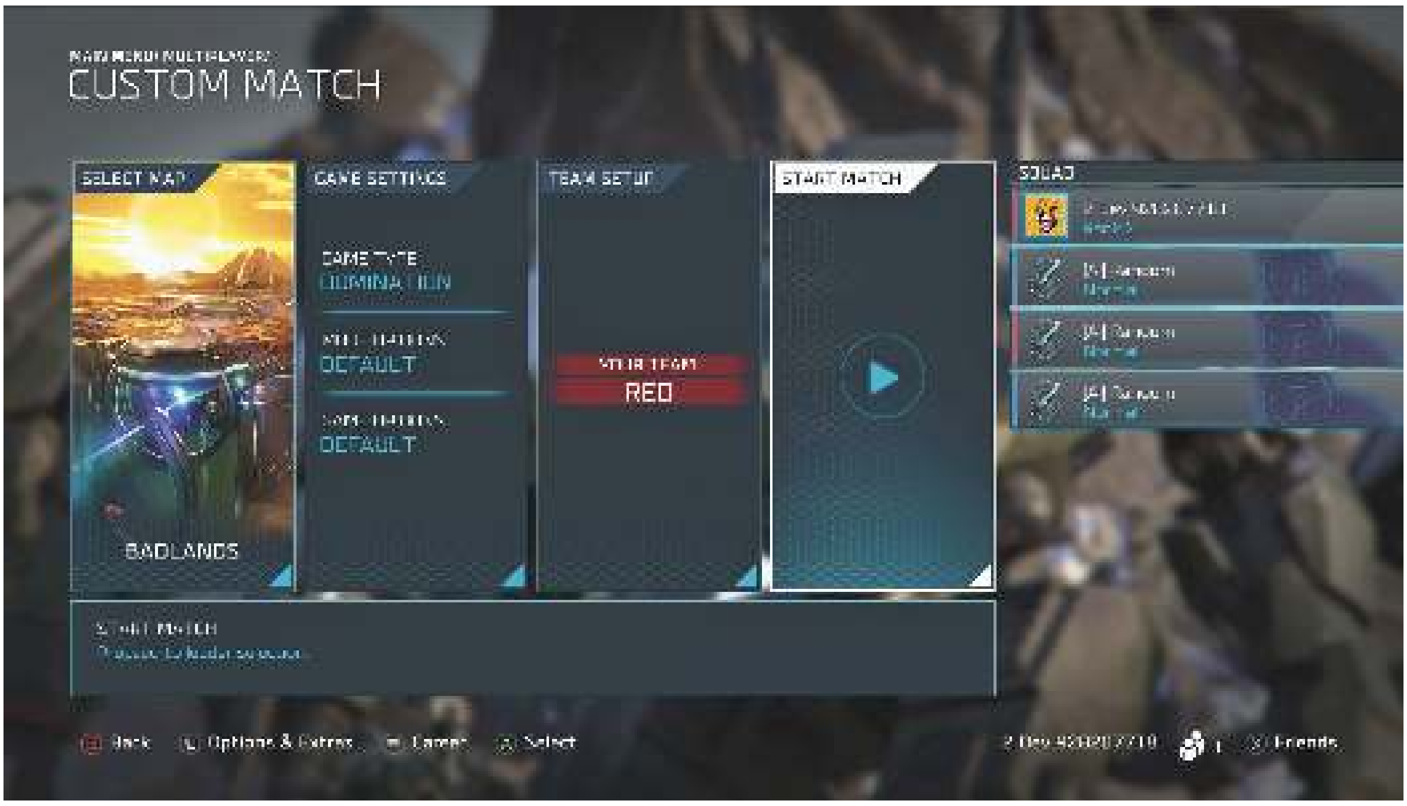
⑦ **XP:** XP is earned by gathering resources, creating units, performing research, and building structures, but is gained at a much higher rate in combat.

⑧ **D-Pad Selection:** The D-Pad allows for quick selection of units (Down), bases (Left), and notifications (Right), and allows you to set your global spawn point (Up).

⑨ **Selected Units:** To the right of the D-Pad selection are your currently selected units. Use RT to cycle through them one by one. This allows you to control the use of a single unit group's abilities without activating the entire army!

Multiplayer

Game Modes



GAME TYPE
DOMINATION

DEFAULT

DEFAULT

YOUR TEAM
RED

There are four core game modes in Multiplayer, which can be played in standard PvP, or in Skirmish against AI.

Deathmatch: Deathmatch is your standard RTS game mode. Wipe your enemies off the map to claim victory.

Domination: This game mode features Control Points that, when taken over, start accruing Points for your team. Once the Point limit is reached, victory is yours. Alternatively, you can still win by destroying the enemy base.

Strongholds: The core of this game mode comprises nearly unlimited resources and a Tech Level that increases over time. Starting at Tech Level 1, you must quickly take over as many Strongholds as possible to increase your Population. Each Stronghold increases your total Population count by five. Hold the most Strongholds at the end of the timer, kill off your opponents, or hold all the Strongholds for one minute to win the game.

Blitz: Blitz is a card-based micro-battling game mode where players build leader-specific decks and pit them against one another in a small arena. The core game mode itself plays out a lot like Domination. Blitz Firefight is a wave-based survival mode of Blitz played against the AI, by yourself or cooperatively with friends.

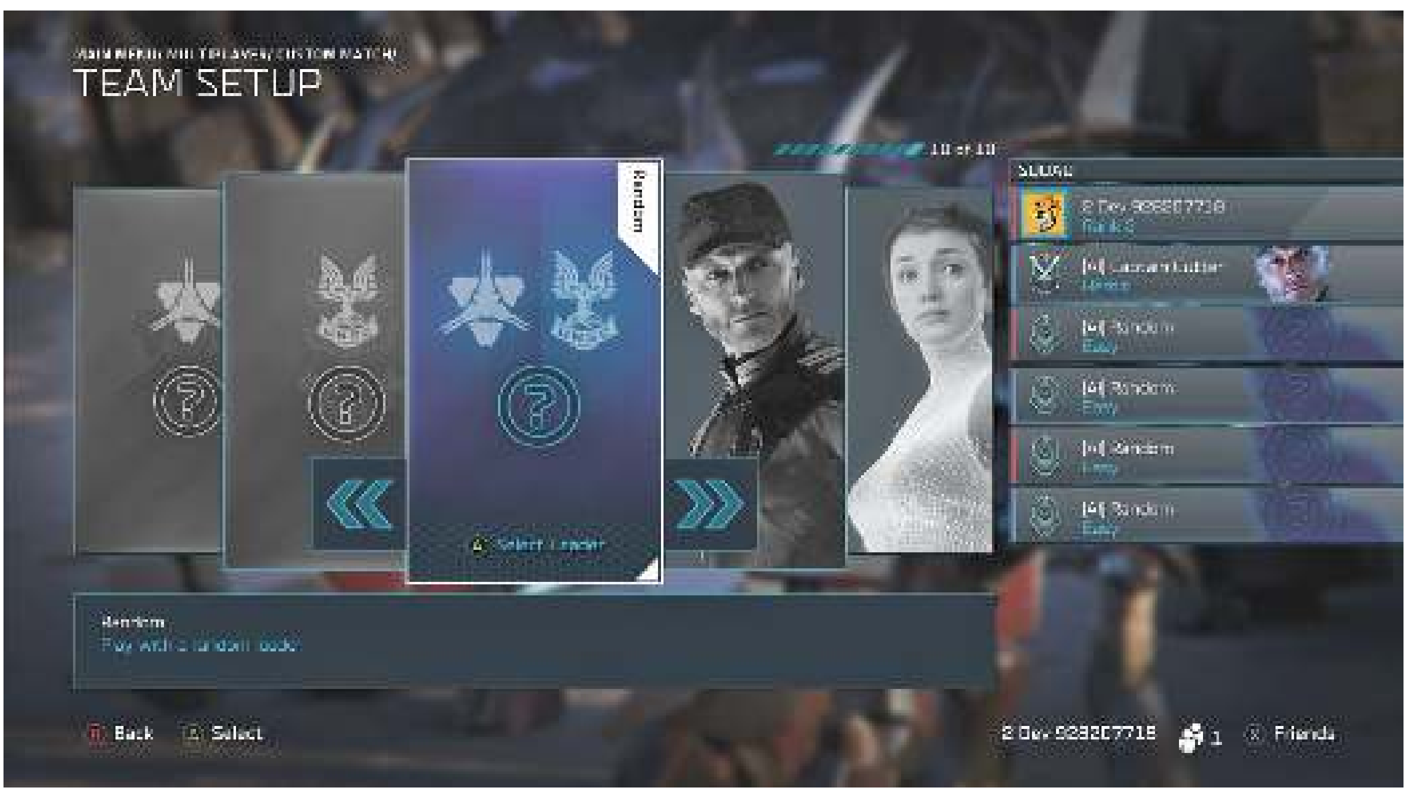
NOTE

For a more in-depth look at Blitz and Blitz Firefight strategy, check out the Blitz chapter.

The Factions

The basis of *Halo Wars 2* is separated into two factions, the UNSC and the Banished.

Each faction has separate core units that, while comparable to each other, offer very different styles of play.



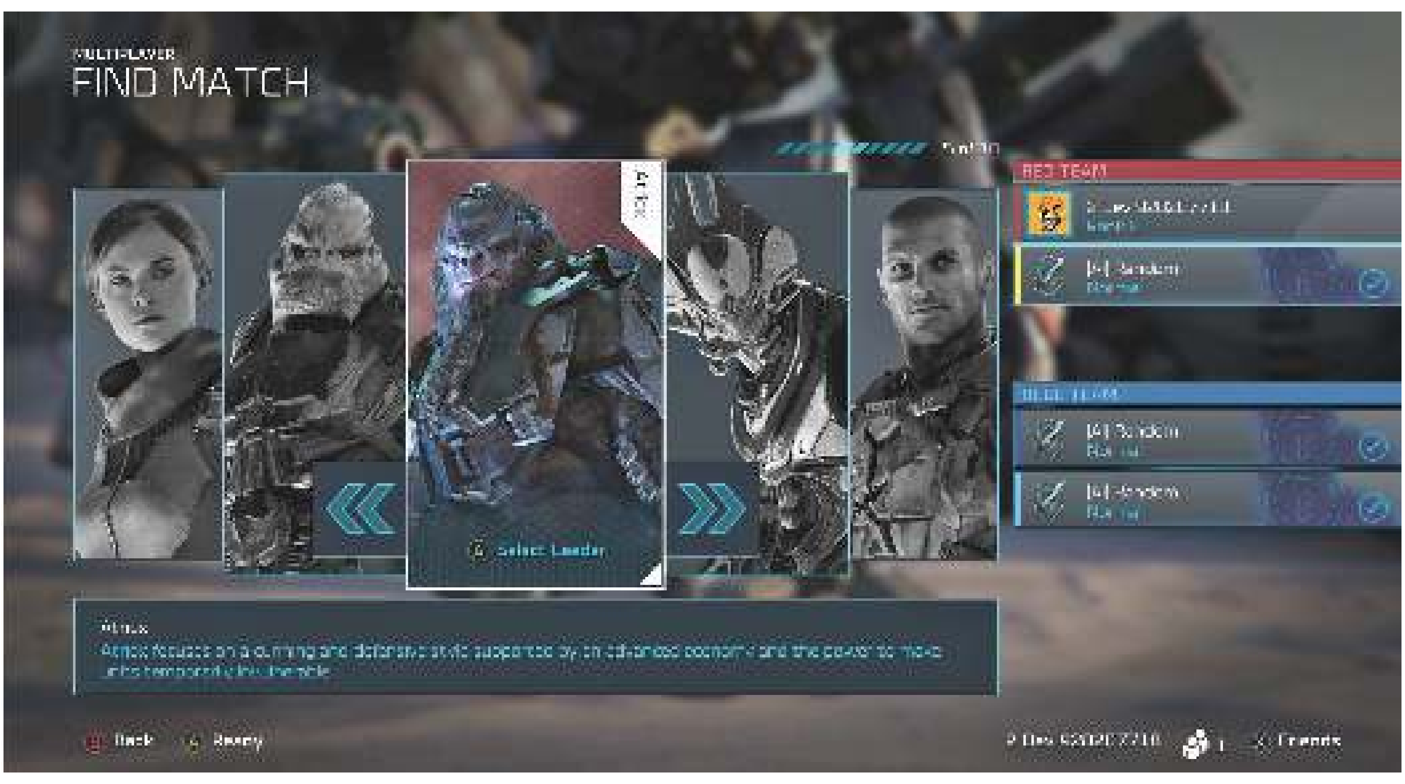
The UNSC units tend to be a bit sturdier, while the real strength of the Banished is numbers. While all Banished infantry appear in squads, the only UNSC units to appear in squads are the Marines, ODSTs, and Hellbringers.

After nearly 30 years in cryosleep, the *Spirit of Fire*'s crew woke to find themselves cut off from the UNSC, facing an unfamiliar enemy on an ancient battleground. With the help of a new ally (and her updated tech), Captain Cutter is determined to meet this fierce enemy head-on as he and his crew attempt to find a way home.

Headed by Atriox, the Banished are brutal warriors who seek to exploit the Ark for every resource they can get their hands on, and they will let no one stop them.

Choosing a Leader

Choosing a leader is your first step when entering a Multiplayer match. Each leader has specific Powers and units that help them control the battlefield.



Find a leader who fits your play style. For example, if you like to build up your base and defenses before attacking, choose Anders or Atriox. Both of these leaders offer excellent upgrades to their bases, while also allowing you to increase the strength of your economy.

UNSC

Captain James Cutter: As Captain of the *Spirit of Fire*, Cutter can send in powerful orbital support, drop specialized UNSC units, and enhance currently deployed units.

Isabel: Isabel improves the effectiveness of vehicles using her database of the latest UNSC tech, and employs hacking and distraction Powers in battle.

Ellen Anders: Anders' scientific expertise allows her to field Sentinel units and makes all her upgrades cheaper and faster.

BANISHED

Atriox: Atriox focuses on a cunning and defensive style, supported by an advanced economy and the Power to make units temporarily invulnerable.

Decimus: Decimus is a berserker who relies on hard-hitting rushes and a unique Power to siphon his enemies' health when attacking.

Shipmaster: The Shipmaster favors stealth and cloaking Powers, teleportation tactics, and rapid assaults against his foes.

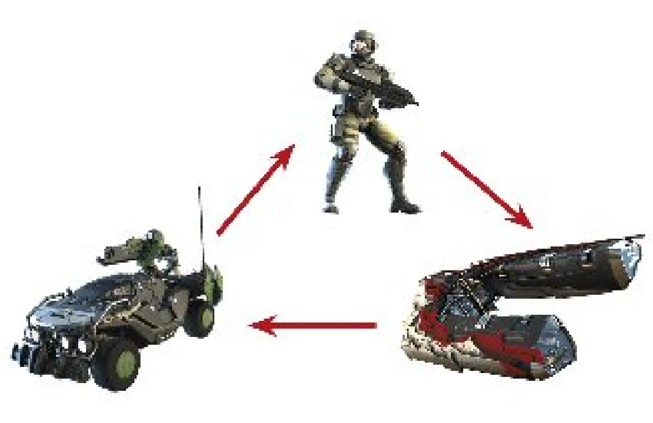
NOTE

For complete breakdowns of each leader, including specialized units and Leader Powers, check out the Leaders section of the Data chapter.

Multiplayer

Combat

ROCK, PAPER, SCISSORS



Choosing the right unit to defeat a threat is essential for success on the battlefield. In all RTS-style games, RPS (rock, paper, scissors) must form the foundation of your knowledge when creating any strategy. In *Halo Wars 2*, by "rock, paper, scissors," we mean "infantry, air units, ground vehicles." The goal of the diagram to the right is to help you visualize this idea, as it is, again, the key to your success on the battlefield.

WATCH THE FIGHT!

Each unit in a squad has an independent health value. When a battle between squads takes place, the units inside the squad randomly pick one unit to fire at. Consider backing away from a fight and attacking again in an attempt to get your units to focus fire on a single unit in a squad, destroying it faster and lowering the enemy's overall DPS. Area-of-effect-style attacks are effective against squad-based units for this reason!

COUNTER-UNITS

It's worth noting that counter-units, such as the Banished Reaver and UNSC Wolverine, deal a large amount of damage to air units even though they are ground vehicles. They're still vulnerable to air units and must be mixed with a well-put-together army, or you'll find yourself running from a swarm of air units.

Counter-units are weak against all units they're not meant to counter, which also acts against the standard RPS formula. For example, infantry, although weak versus vehicles, hold their own against the Reaver or Wolverine counter-air units.

This same ideology applies to all counter-units. An army of pure counter-units falls quickly to a well-rounded army featuring multiple unit types.

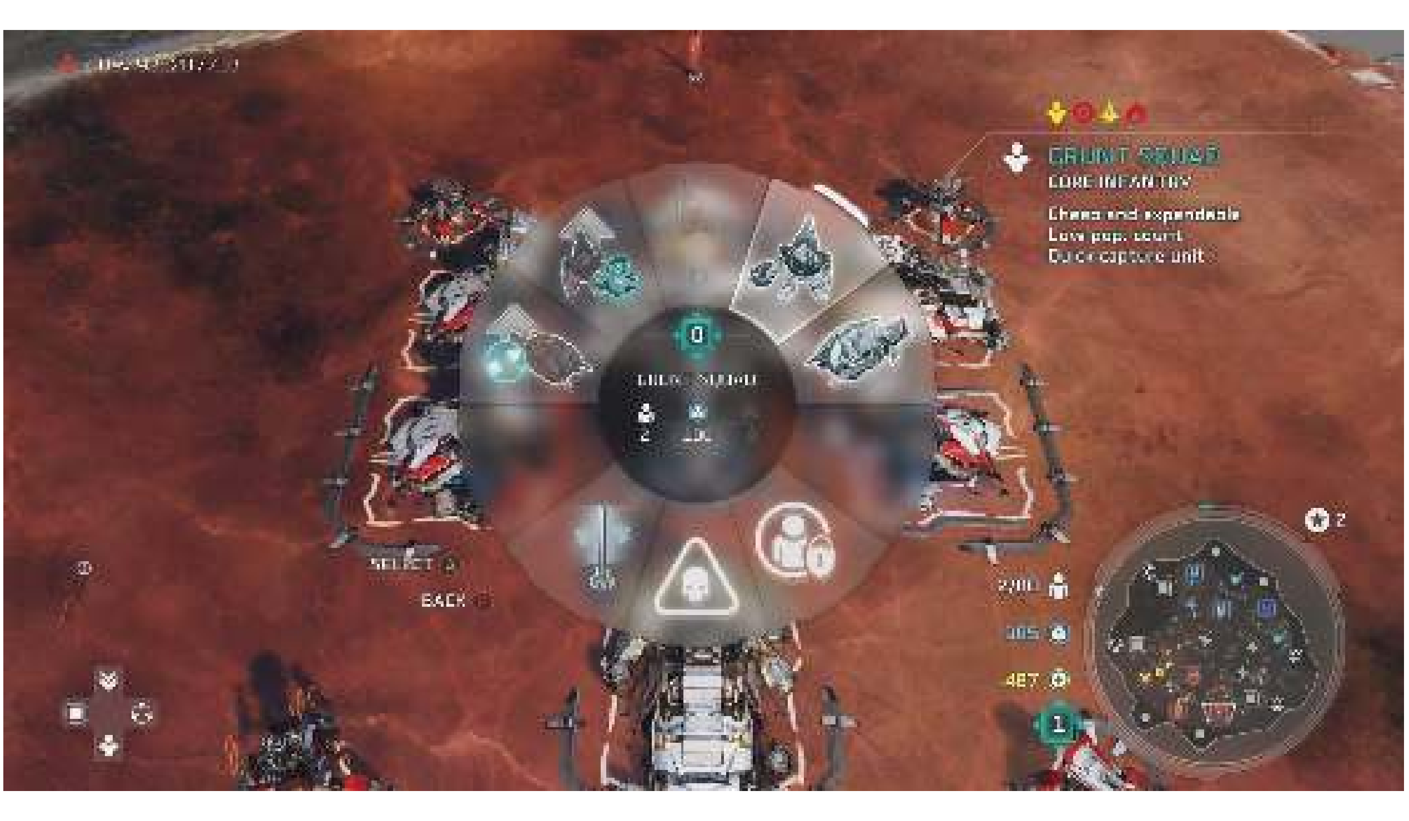
Base plot 0:52
Plot available in 30 seconds
An ally has been eliminated!

NOTE

For a full list of units, as well as their strengths and weaknesses, check out the Units section of the Data chapter.

TRAFFIC LIGHTS

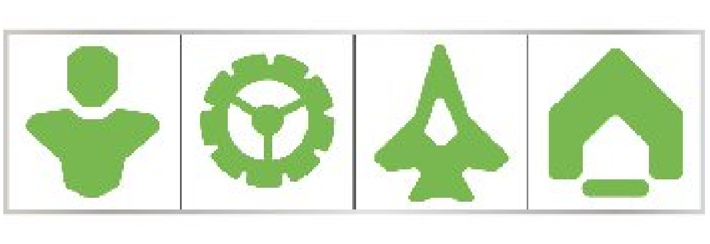
The Traffic Light system provides a great way to determine a unit's strengths and weaknesses versus any other unit type. This includes a unit's effectiveness toward buildings.



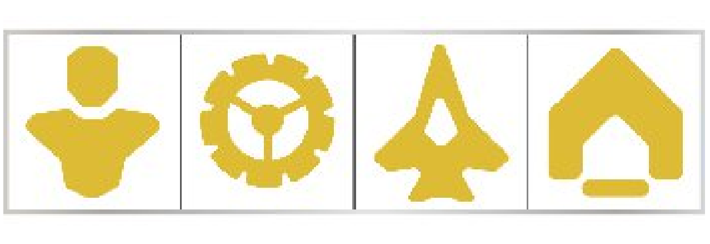
This rating system should be used secondary to the RPS formula, and as a general indicator of unit strength and not as a guarantee for victory. For example, a group of five UNSC Marines may normally be weak against ground vehicles. However, a single ground vehicle that takes on those Marines will quickly lose, especially if the Marines use their unit abilities.

Unit upgrades change the Traffic Light rating for a specific unit without changing the cost. For example, a Banshee begins with a yellow rating against other air units. Once equipped with the Plasma Torpedo upgrade, its rating switches to green.

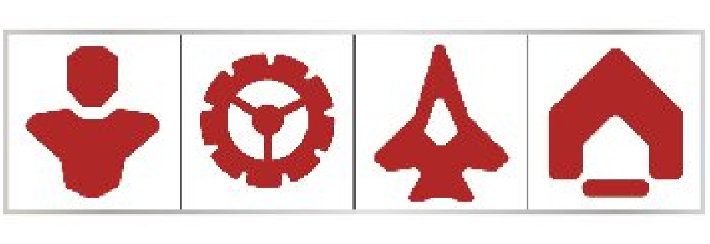
Global infantry, air, and vehicle upgrades do not affect Traffic Light ratings for any unit.



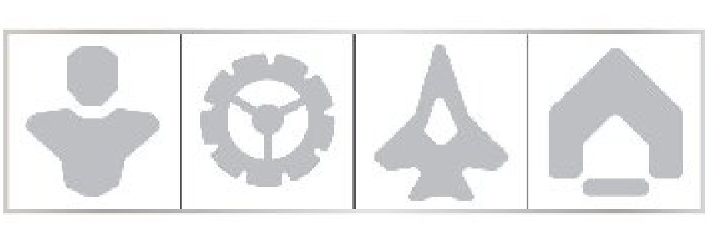
Green: A green indicator means your unit should gain a decisive victory over a unit of this type. This doesn't mean you always win against a certain unit, however, as some units may possess special abilities that aren't accounted for in the Traffic Light rating.



Yellow: Avoid a fight if possible. Engaging a yellow unit indicates you're not likely to walk away with a lot of health. You'll need to use your abilities and micromanage you units to come out ahead.



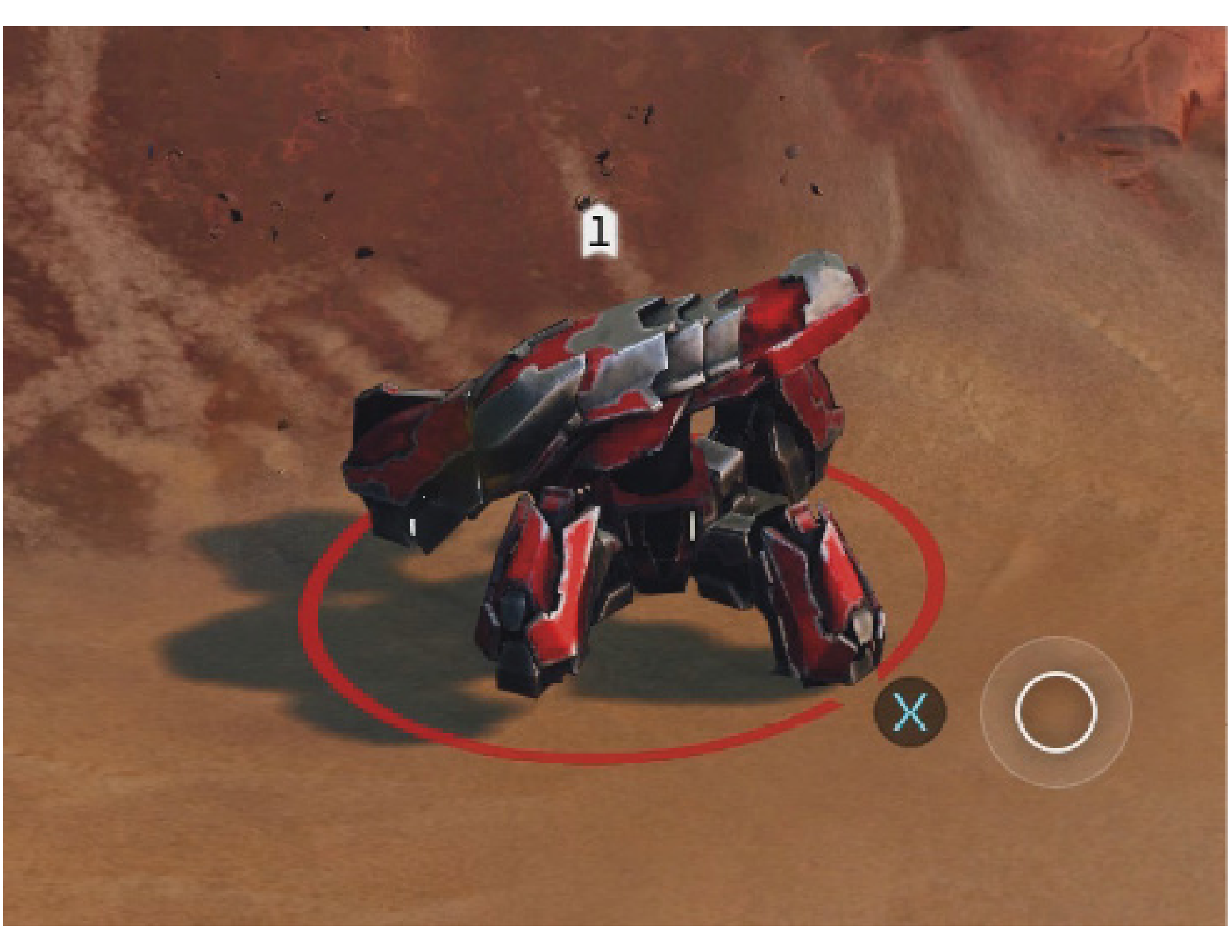
Red: RUN! Avoid attacking a unit type with a red rating at all costs. These units will likely overcome your low DPS quickly, and you'll have one fewer unit to command.



Gray: A grayed-out icon indicates that your unit is incapable of attack against a unit of that type. All support units feature grayed-out icons against every unit type; this shows that they can only heal and perform supporting tasks within your army, while possessing no offensive capabilities.

VETERANCY

Veterancy is a great way to increase your army strength. This is only achieved through efficient combat—killing your enemies without having your unit destroyed.



A small icon appears above a unit when it achieves a level of veterancy. This number can continue up to three levels.

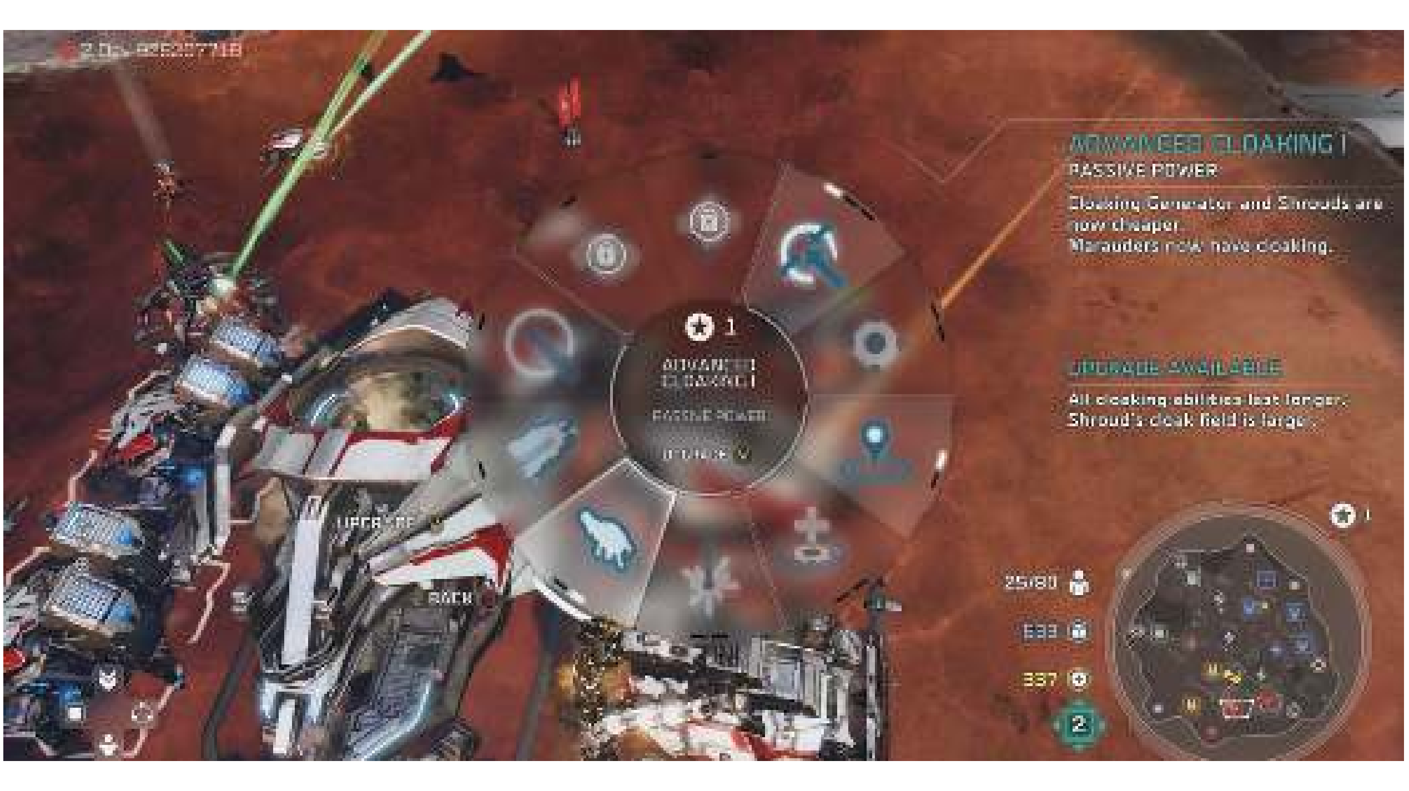
VETERANCY LEVEL	ADDITIONAL DAMAGE INFLICTED	ADDITIONAL DAMAGE RESISTANCE
1	15%	13%
2	25%	20%
3	35%	26%

Units earn XP toward their next level of veterancy by destroying units. The more expensive the unit, the more XP it's worth. This XP amount is shared with all units that damage the enemy unit during combat.

UPGRADES AND ABILITIES

Units are upgraded with different abilities through research.

To activate an ability once researched, highlight the unit (A) and then press the Ability button (Y) to activate the ability. Unit abilities range from shields to area-of-effect attacks to cloaking. Using a unit ability at the right time can quickly change the flow of a battle.


ADVANCED CLOAKING I
PASSIVE POWER
Cloaking Generator and Shrouds are now cheaper.
Marauders now have cloaking.
UPGRADE AVAILABLE
All cloaking abilities last longer.
Shroud's cloak field is large.

Using unit abilities does not require resources. Each ability does, however, feature a short cooldown, which is visible above the unit or over the ability if the unit is selected.

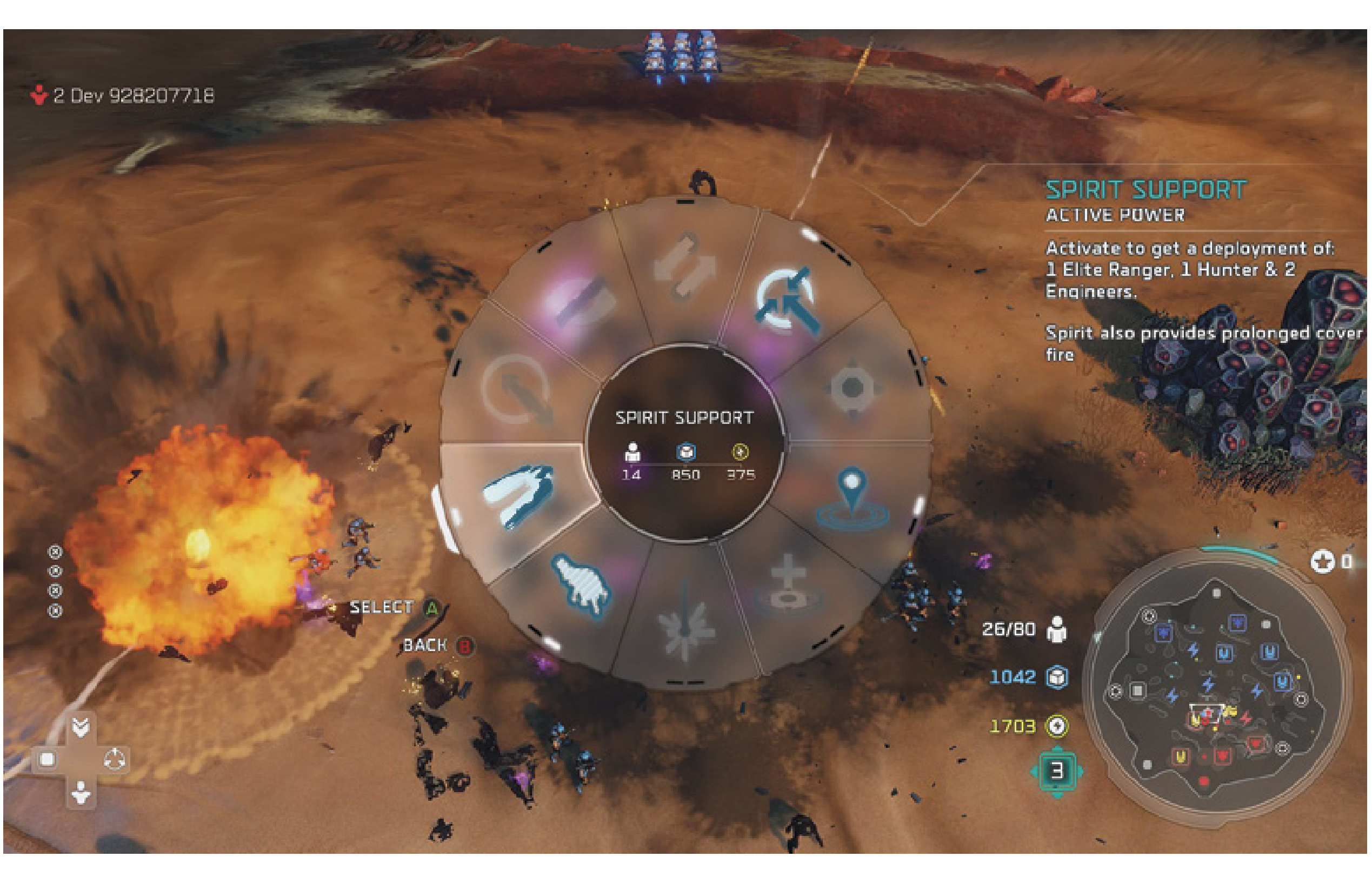
SHROUD
SUPPORT

You can also research global upgrades for all infantry, air, and ground vehicles. These upgrades are passive and immediately influence all units that are deployed on the battlefield and future units created of that type.

LEADER POINTS AND POWERS

Leader Points are used to purchase Leader Powers. With the exception of Strongholds, you begin each match with one Leader Point.

Building, researching, and collecting resources are great ways to continually progress toward your next Leader Point. However, the fastest way to unlock your next Leader Point is through combat.


SPIRIT SUPPORT
ACTIVE POWER
Activate to get a deployment of: 1 Elite Ranger, 1 Hunter & 2 Engineers.
Spirit also provides prolonged cover fire
SPIRIT SUPPORT
SELECT
BACK

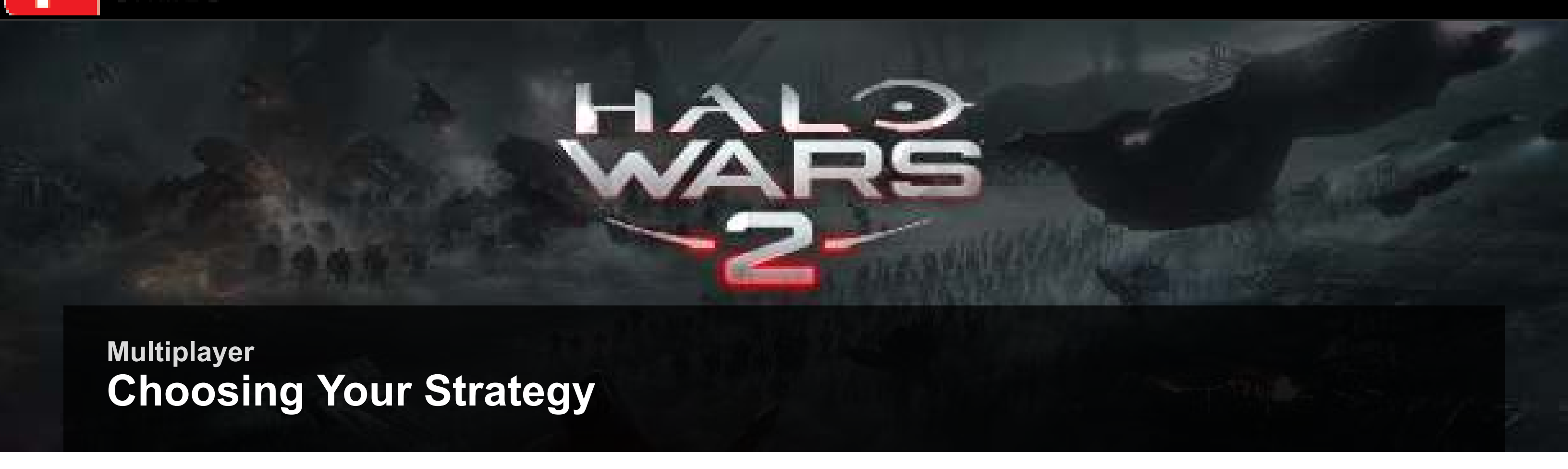
Leader Powers can turn the tide of any battle if used appropriately. For example, say a large enemy force descends on your base before you have a chance to create a comparable army. Using a Glassing Beam or other damaging ability can quickly inflict massive damage to the incoming army while the Turrets finish cleaning up the mess.

12:28
Enemy Encountered
Enemy Encountered
New BANSHEE arrived

There are five tiers of Leader Powers, which change depending on the leaders. Within each tier are active and passive abilities.

Active: Active Leader Powers require resources upon every use. These include damaging abilities, short-term buffs, and units that immediately drop into the battlefield.

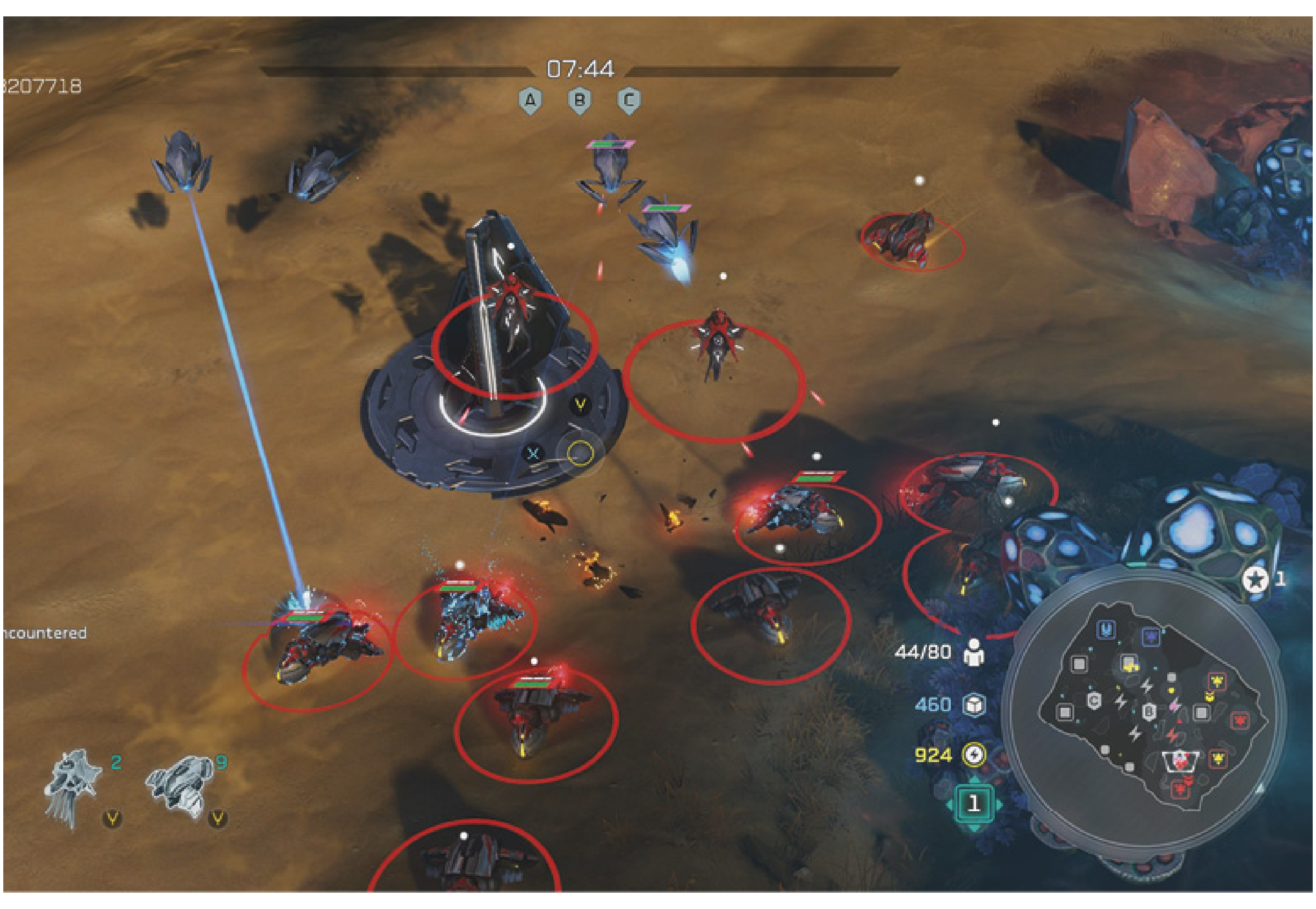
Passive: Passive skills immediately influence all units or buildings described in the Power itself. These require no resources aside from the initial Leader Point investment.



Multiplayer

Choosing Your Strategy

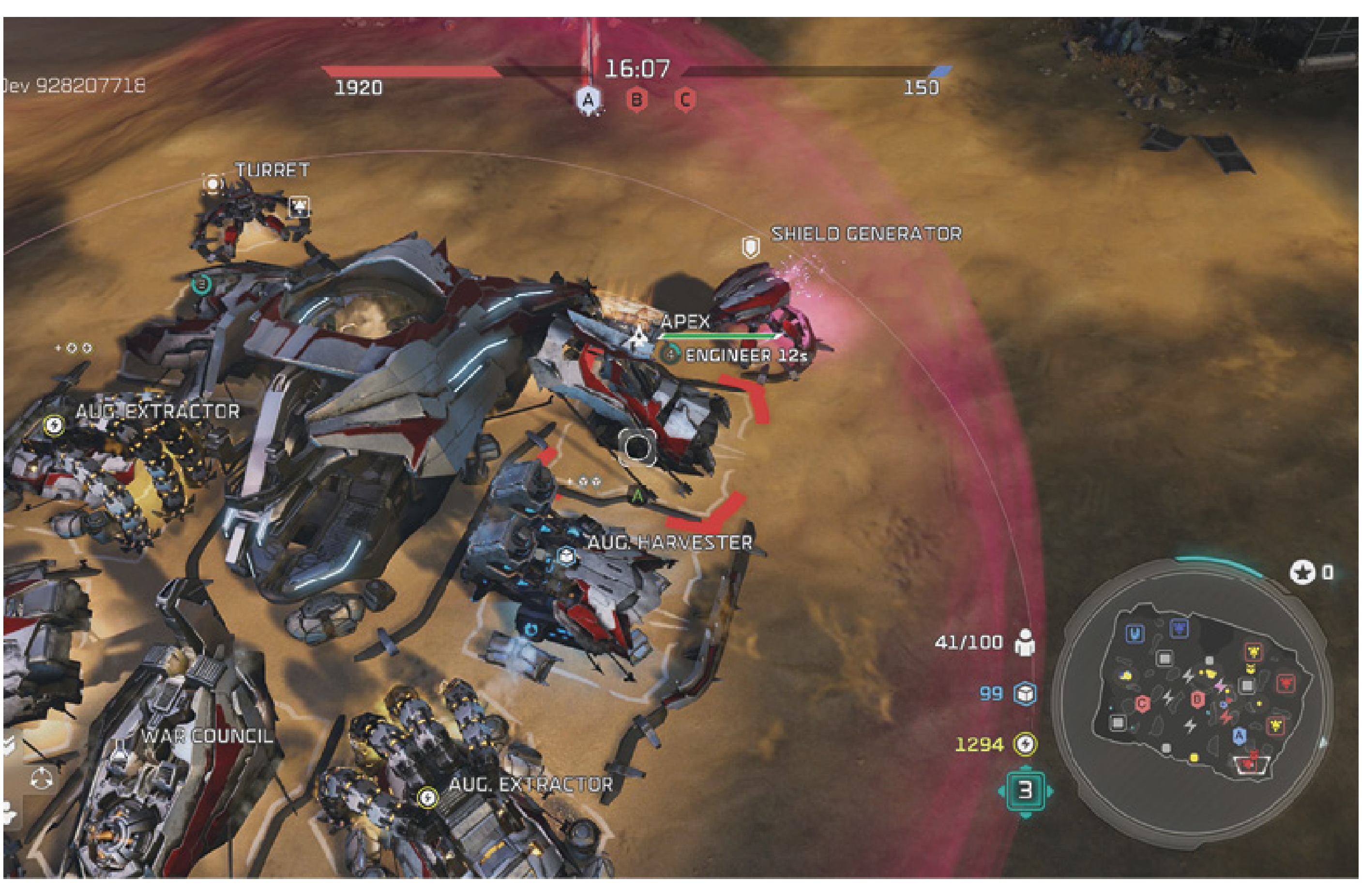
The RPS-style strategy applies to play styles as well. Rushing beats teching, turtling beats rushing, and teching beats turtling.



Rushing: The goal of an effective rush is to build a massive army as fast as you possibly can. The army is mainly made of lower-level units like the core infantry and scout units created at the base.

> **SCOUT RUSH!**
>
> The Jackrabbit and Chopper make excellent rushing units. They only require Supply to be created, so establish some Supply Pads or Harvesters and build your swarm!

Turtling: Build a few defensive units, upgrade your Turrets, and focus on resources, slowly expanding your bases and fortifying them as you go. Creep slowly across the map with your upgraded bases, frustrating your enemy with your superior map control before dominating them, with your advanced economy funding a large and quickly replaceable army.



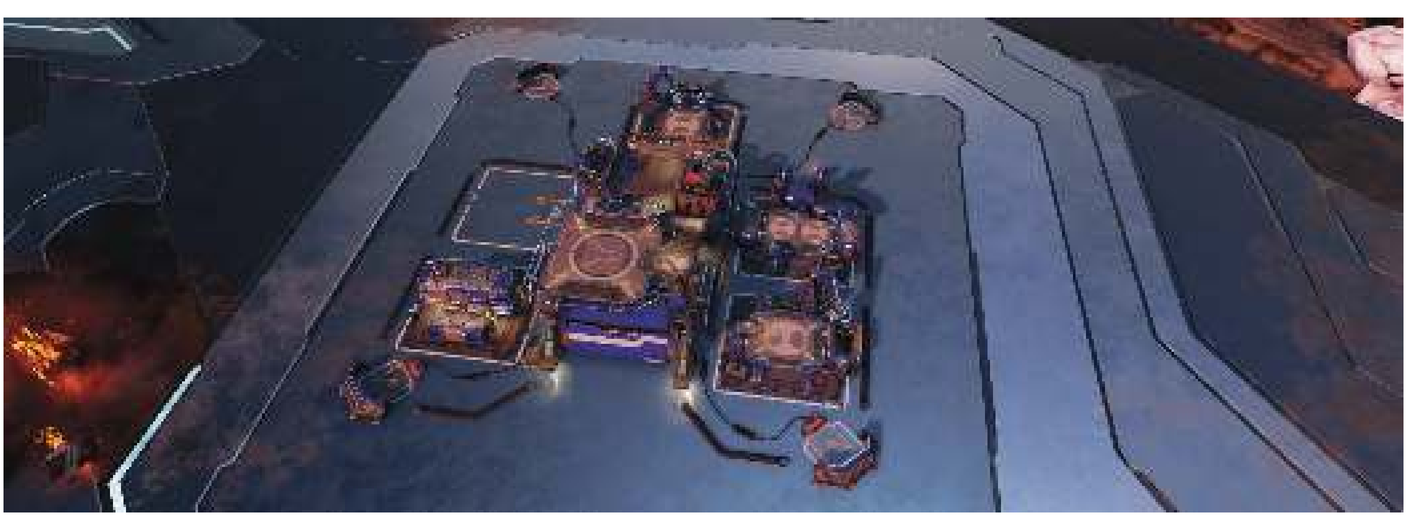
Teching: Teching is most easily accomplished when you have teammates involved. This allows you to focus more of your resources into research and upgrades instead of defensive units.

> **TECH SAFELY!**
>
> When teching as Banished, build a Shield Generator and Cloaking Generator when they become available. This helps buy you the extra time you need to build units or call for aid from your allies.

Booming: Expand your economy as quickly as possible, then overpower your enemies with your superior economy. Take over minibases and plant extra resource structures on them. Once you're fully upgraded on your resources, expand farther to another base and build up resources there. This tactic is fairly risky against most players and is recommended for use in a match with teammates. When playing with teammates, you can send your extra resources to them to help fund their armies!

SCOUTING YOUR ENEMY AND COUNTERING THEIR TACTICS

Scouting is essential in deciding how to move forward against your enemies. This section aims to teach you how to identify the early-game strategy of the units.



Rushing: To identify a rush, look for more than just the starting units in your enemy's base the moment you arrive. Their base may contain only Supply Pads or Harvesters; this signifies they're focusing on unit creation and not research early on. If their base is locked early and you notice this building pattern, it's likely they're keeping their army locked in. This helps hide the fact that they're rushing and renders you incapable of getting an accurate unit count.

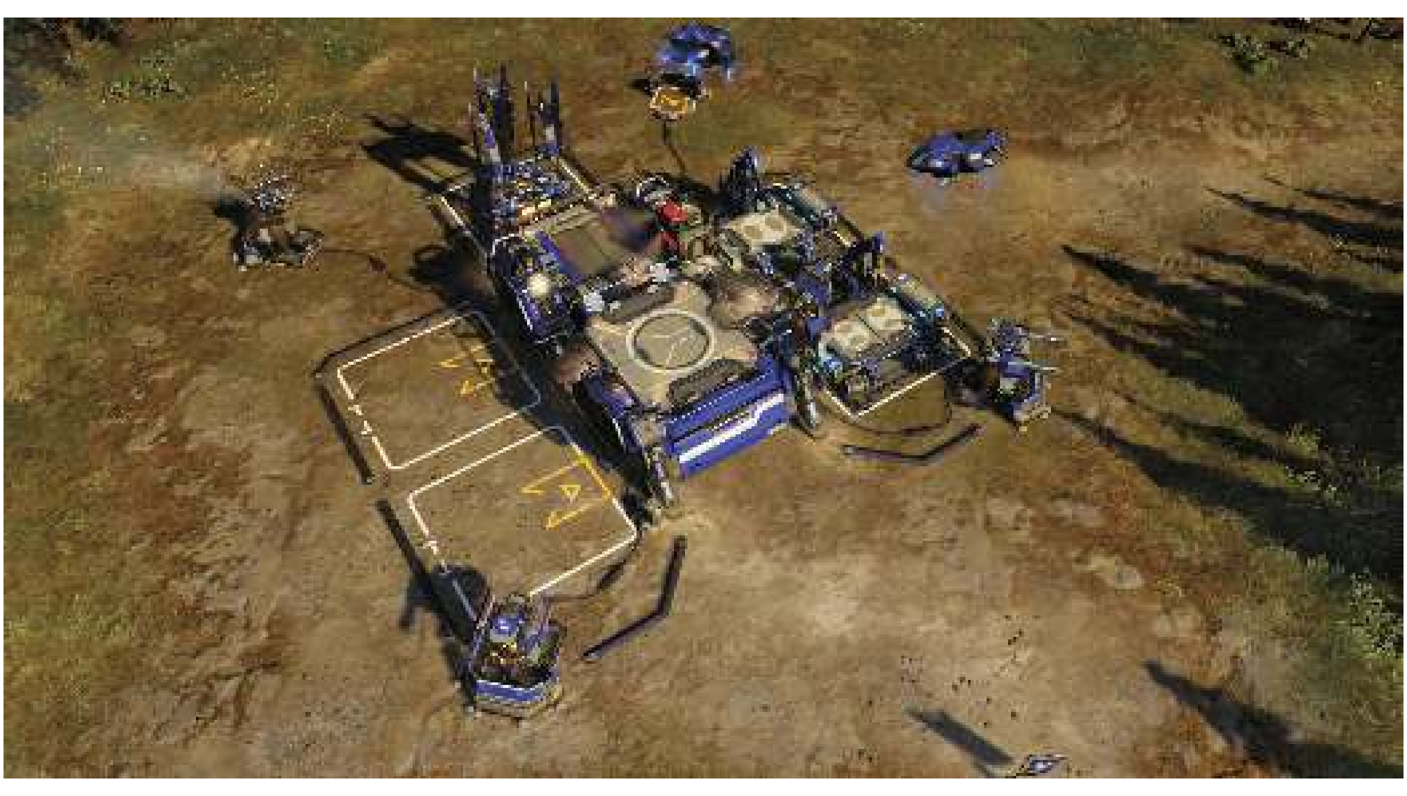
When you see this, you have a few options. Retreat to your base, upgrade your Turrets, and build some counter-units; or quickly tech up and create advanced infantry or air vehicles. Choosing air against a rush isn't always the best idea, however, as infantry is strong against air and can effectively fight your units. Focus on getting counter-infantry units like the Hellbringers or Suicide Grunts, and mix them in with your core infantry unit and a couple scouts. If you have a damaging Leader Power, use it to quickly deal with the enemy's weaker units, leaving you the opportunity to move onto their base, which lacks defense without much resistance.

Booming: Booming can look like a rush in the early stages, if the enemy decides to lock their base. A good way to detect a boomer is to check for Generators or Power Extractors. Look for a booming player to quickly make a move for a nearby minibase. If you see them building Turrets, they may be attempting to turtle. In that case, set to building units, and use your Leader Powers to take them down.

Attack a boomer early. Leave your scout harassing your enemy's base, trying to damage their resource buildings while you build up a small army of Hellbringers or Jump Pack Brutes to come in and deal heavy damage to the defenseless buildings.

Teching: Teching looks a bit like booming. However, the enemy builds a few Generators or Power Extractors in the early stages instead of Supply Pads/Harvesters. A teching player may also attempt to capture one of the Resource Nodes on the map for even more Power per second, allowing them to tech up as quickly as possible.

If you catch a player teching, immediately begin a unit rush. Their lack of Supply creation prevents them from building much in the way of defense. Focus on destroying any Turrets first, then destroy their resource structures to leave them at a standstill, allowing you plenty of time to complete the task of disabling the base.



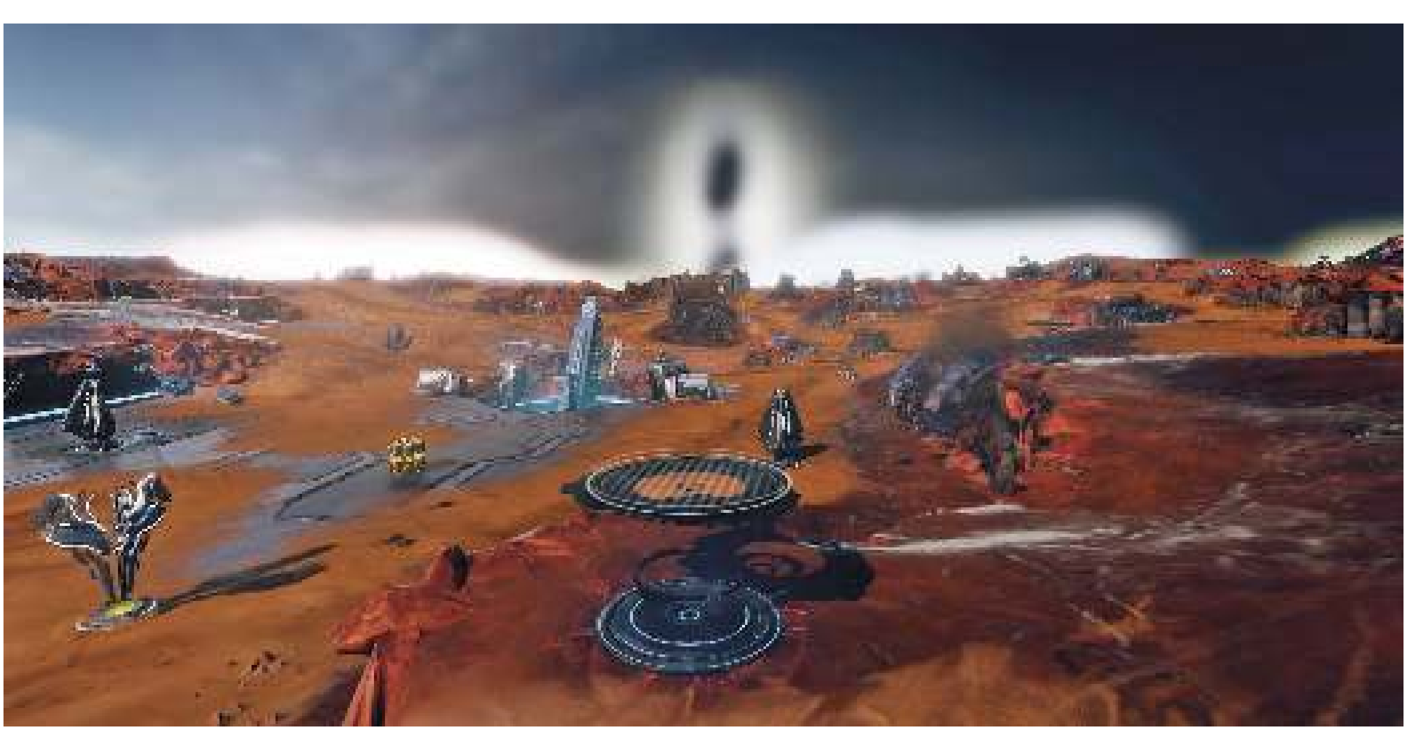
Turtling: Notice your enemy building Turrets very early on? This signals that they're attempting to turtle and want to ensure you can't defeat them with a rush.

Either boom or tech to defeat a turtle. Build some Generators/Power Extractors to quickly tech up to the next level, then create a few anti-building units—Jump Pack Brutes or Hellbringers. Build a couple of support units to heal your anti-structure army while they pierce through the Turrets.

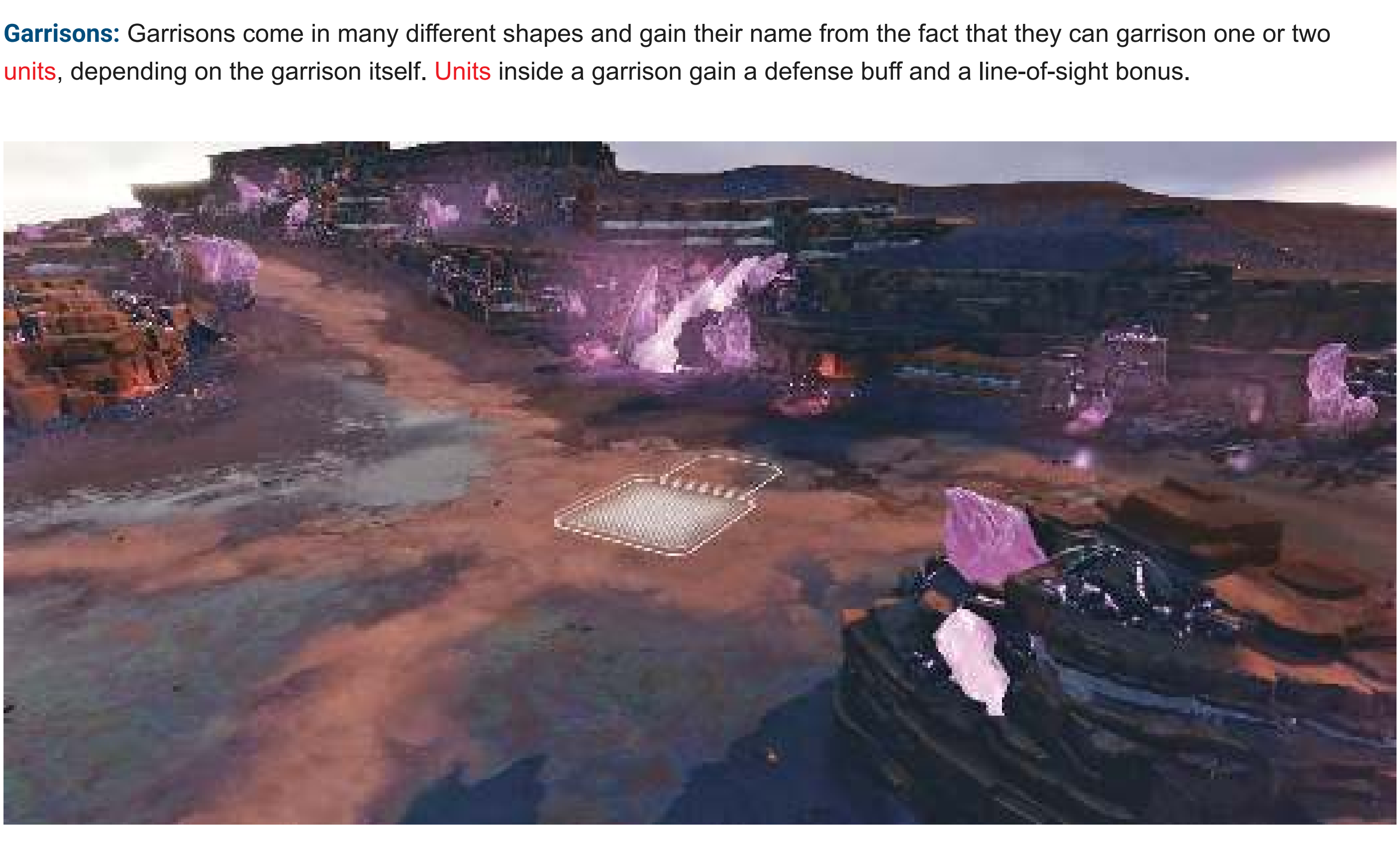
Multiplayer Atlas

Map Features

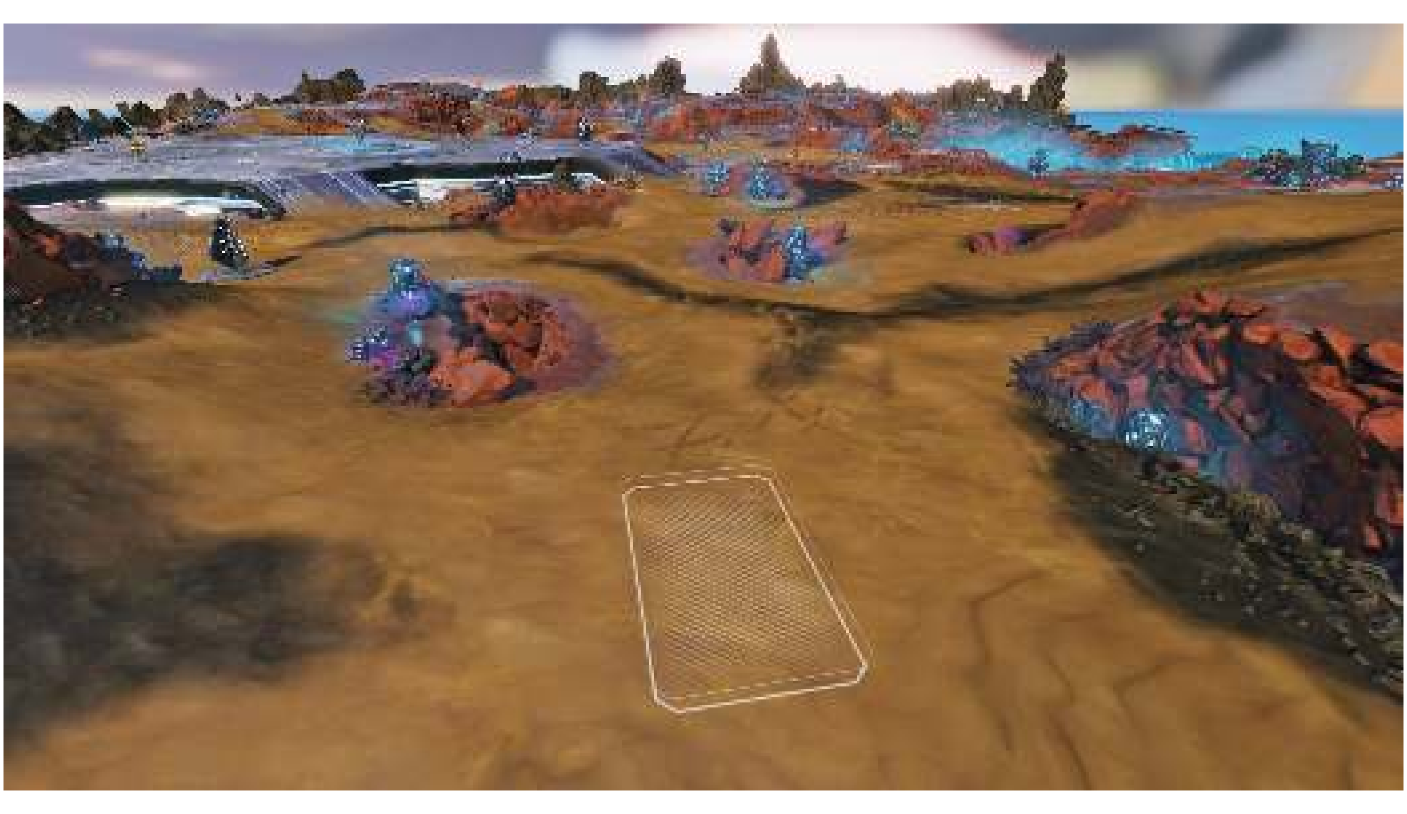
Our Atlas section aims to prepare you to tackle the wide array of Multiplayer maps. Here, we reveal key map features, locations of resources, and the various maps' elevation differences.



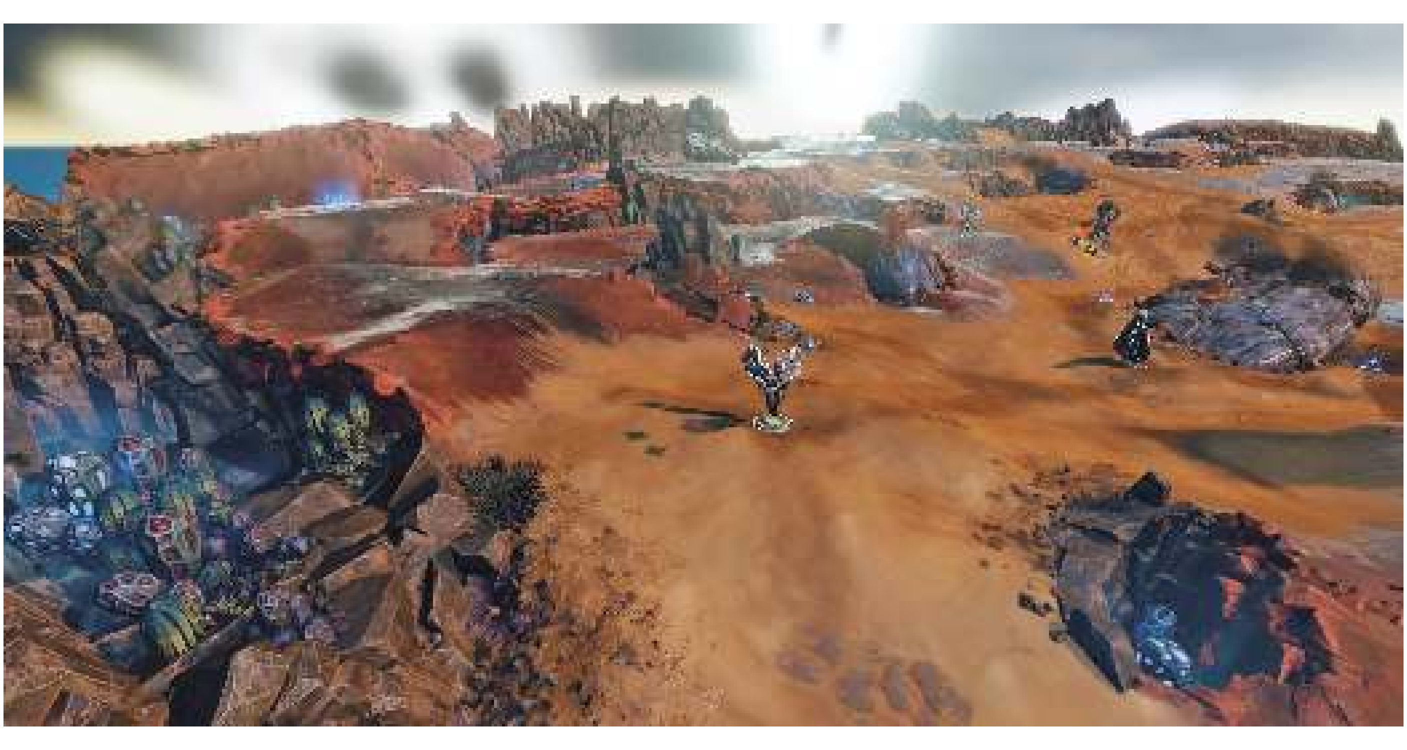
Garrisons: Garrisons come in many different shapes and gain their name from the fact that they can garrison one or two units, depending on the garrison itself. Units inside a garrison gain a defense buff and a line-of-sight bonus.



Minibases: Minibases are cheap expansions that cannot be upgraded like standard bases. These come in two varieties, featuring one or two expansion slots. Any structure can be built in the available slots.



Expansion Base: Expansion bases begin with three structure slots once built. After you've completed construction, you can upgrade an expansion base all the way to a Tech Level 3 base, with nine structure slots and four defensive slots.

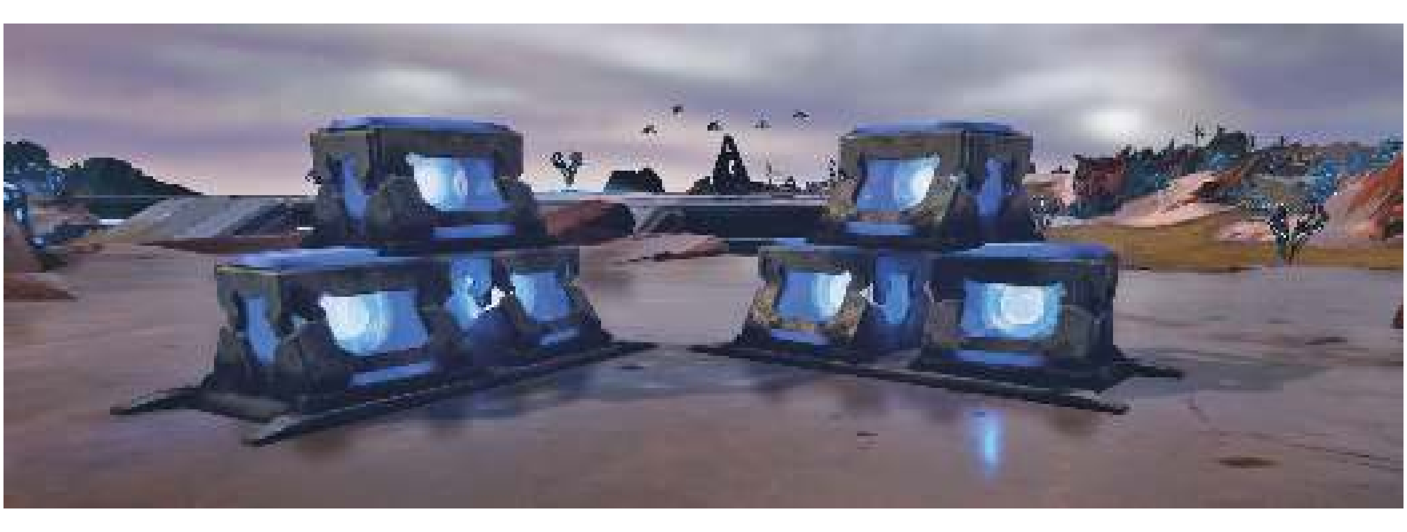


Resource Nodes: Once you've cleared the enemy from a Resource Node, you can send in an infantry unit to capture the Node. Once it's captured, you get Power at roughly half the rate of a standard Generator/Power Extractor.

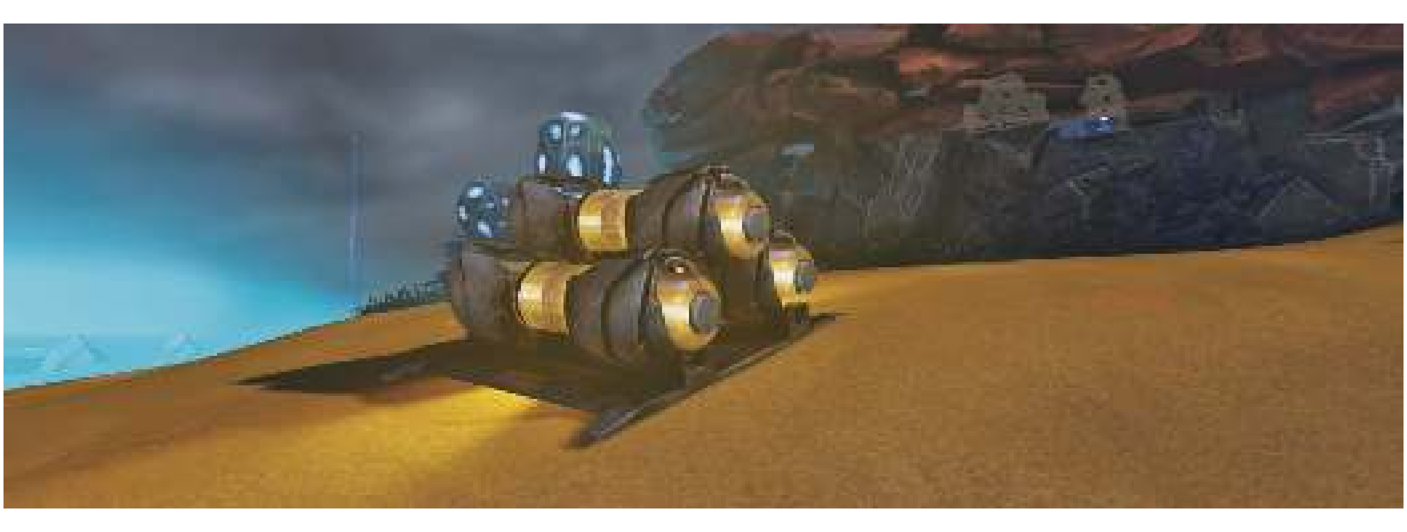
POWER UP!

A captured Resource Node provides a resource bonus to all members of your team!

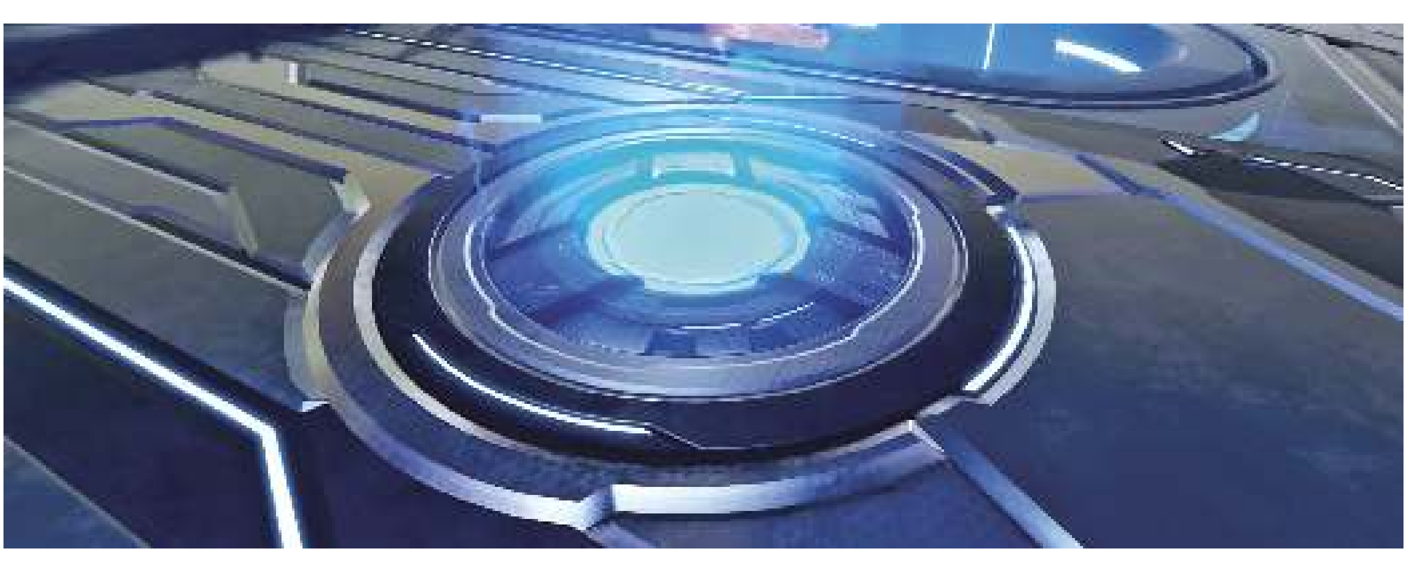
If you're playing with a team, the captured Resource Node provides the Power bonus to your entire team.



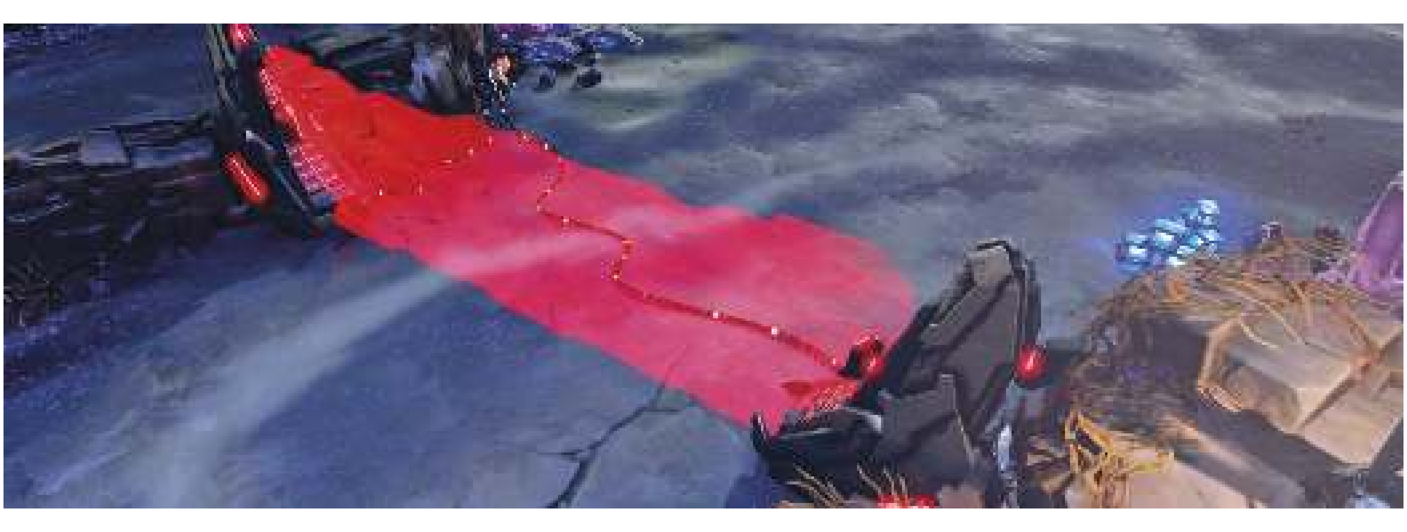
Supply Pickup: Supply pickups are great one-time sources of Supply that can be picked up by infantry units.



Power Pickup: Power pickups are less common on the maps, but they can give you an early advantage.



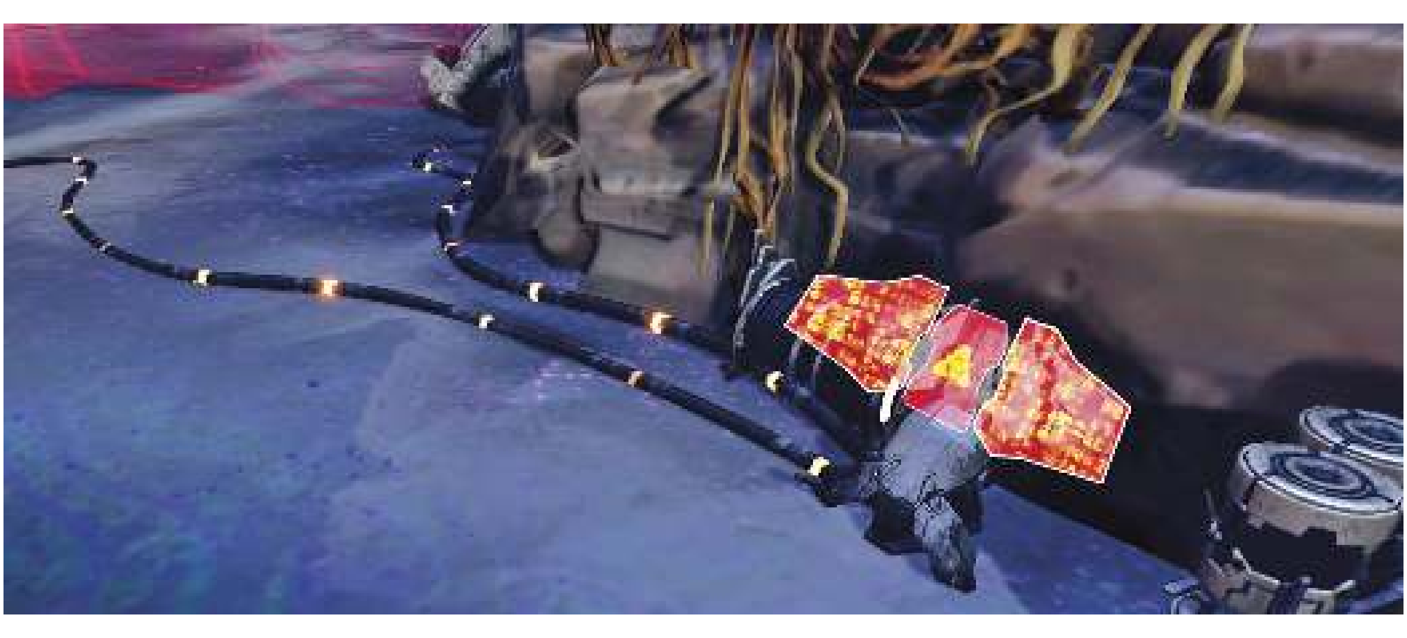
Teleporters: Teleporters work in pairs. Each side operates as an entrance and an exit, and you never teleport to a random slot.



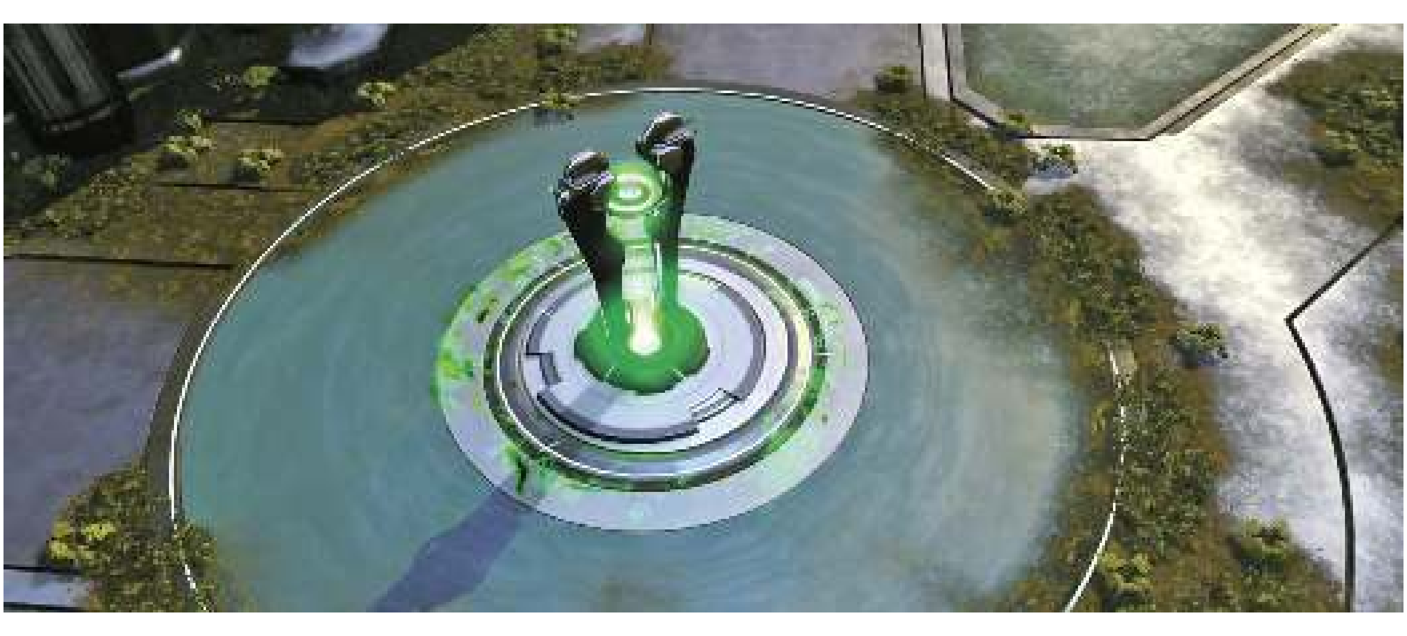
Light Barriers: Light barriers can only be turned on or off from one side. Putting up this wall blocks all land units from passing through.

TELEPORT!

Some leaders, such as the Shipmaster, feature teleportation Powers. If you have access to these, jump your units through to the other side of the wall. The enemy may have left that flank weak, thinking no enemies would come through!



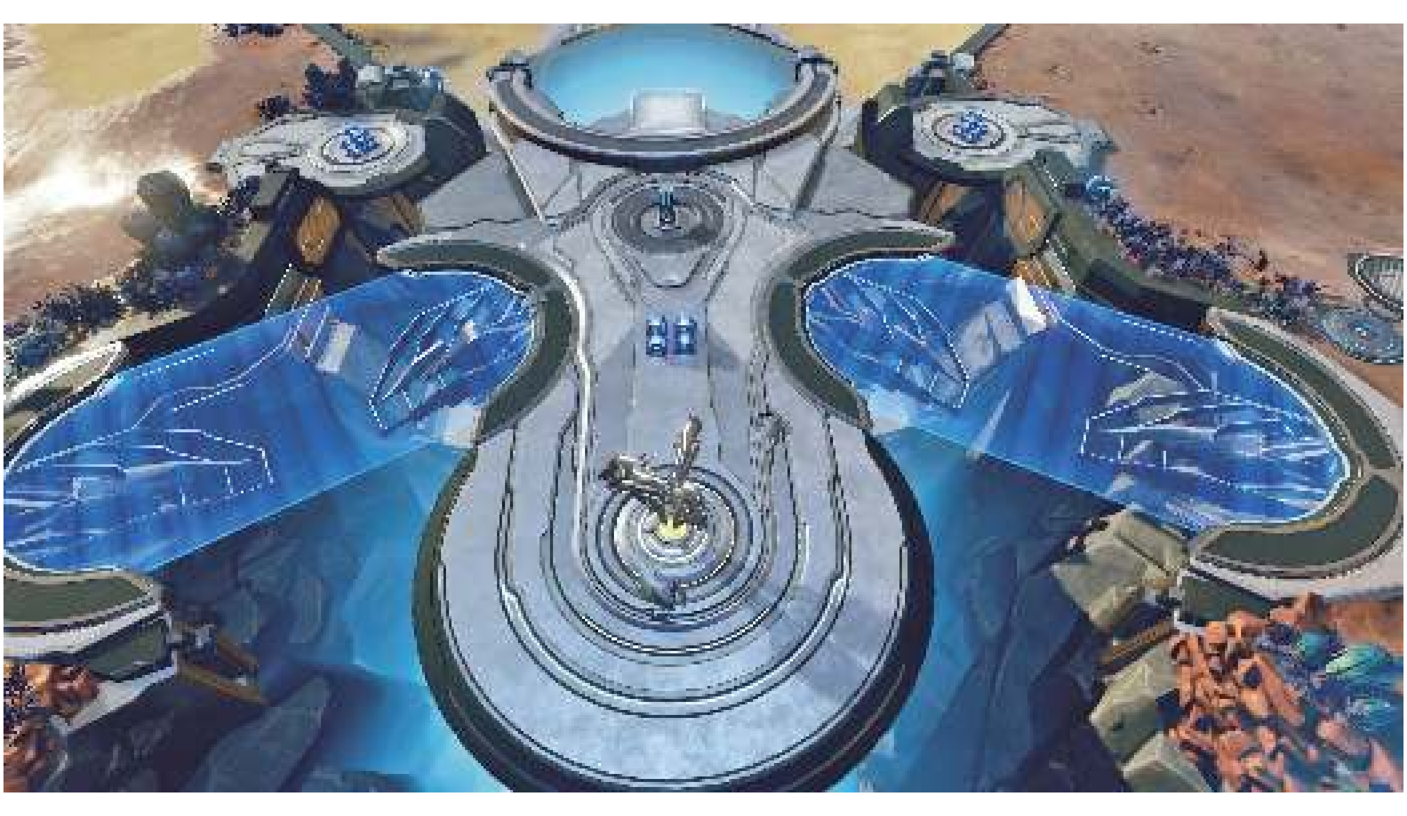
Control Consoles: Control consoles are activated by pressing Ⓐ on them when they're within one of your units' line of sight. Once you've selected the console, navigate to the Use option and press Ⓐ again to activate or deactivate the object.



Healing Pylons: Healing pylons instantly begin to heal all units that enter their radius.

HEAL UP EARLY!

Use the healing pylons to heal your units early on, without the assistance of any support units! This is a great way to begin to build unit veterancy by keeping your initial units alive longer!



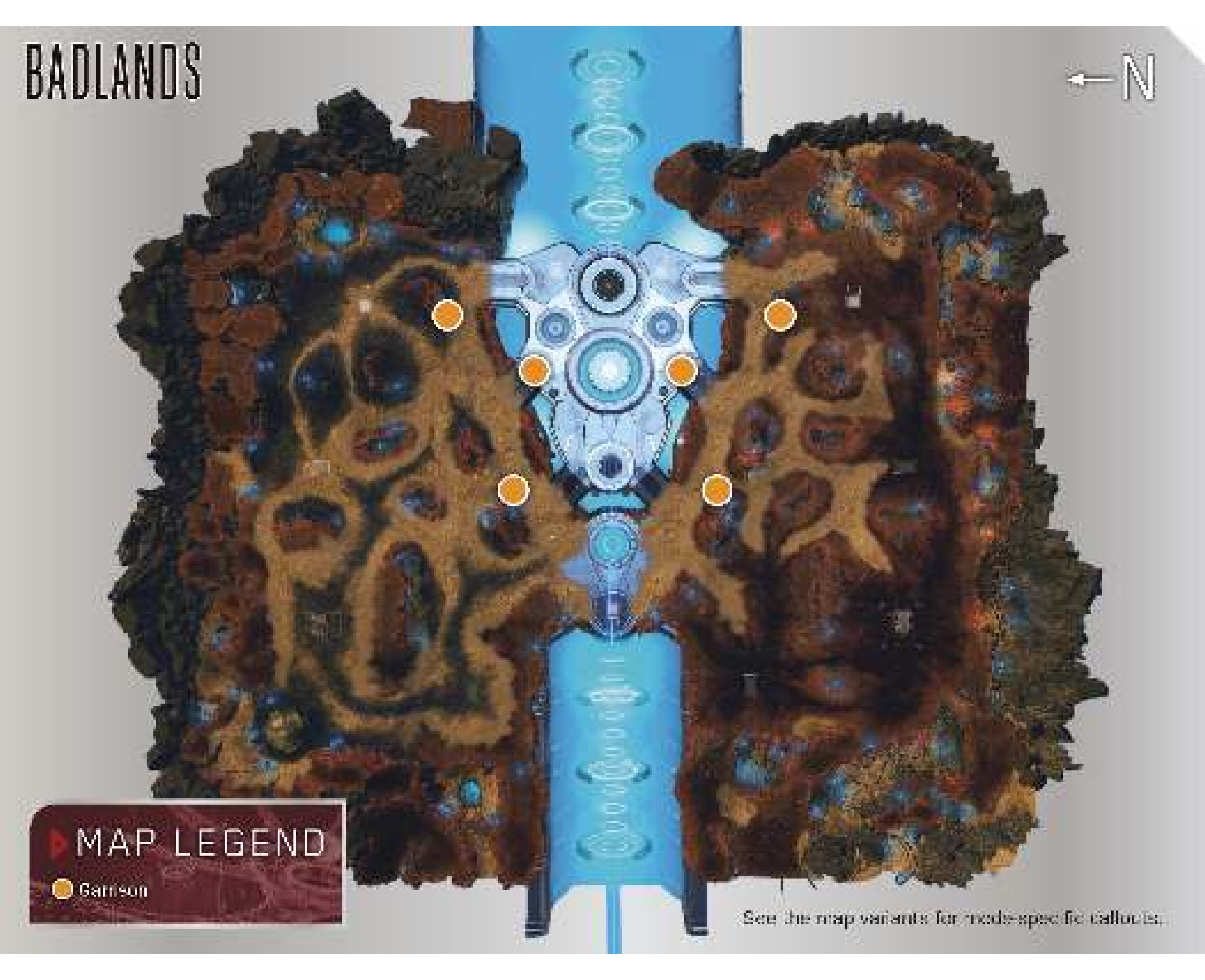
Lightbridge: The lightbridge allows ground units to cross a gap. During a match, the lightbridge may toggle on or off by itself. A nearby control console allows a leader to activate the lightbridge.

TRAPDOOR!

Be careful when sending your ground units across a lightbridge. There's no indication for when a lightbridge is going to begin closing. Any unit left on the lightbridge when it closes falls to its immediate death!

Multiplayer Atlas

Badlands



The unforgiving desert threatens to engulf this Forerunner bastion and all who fight there.

TIPS

Taking over the garrisons near the center of the map early on helps prevent the enemy from sneaking through and planting an expansion base or minibase on your side of the map.

The garrisons on the map allow for great defense locations when you've taken over the Resource Nodes.

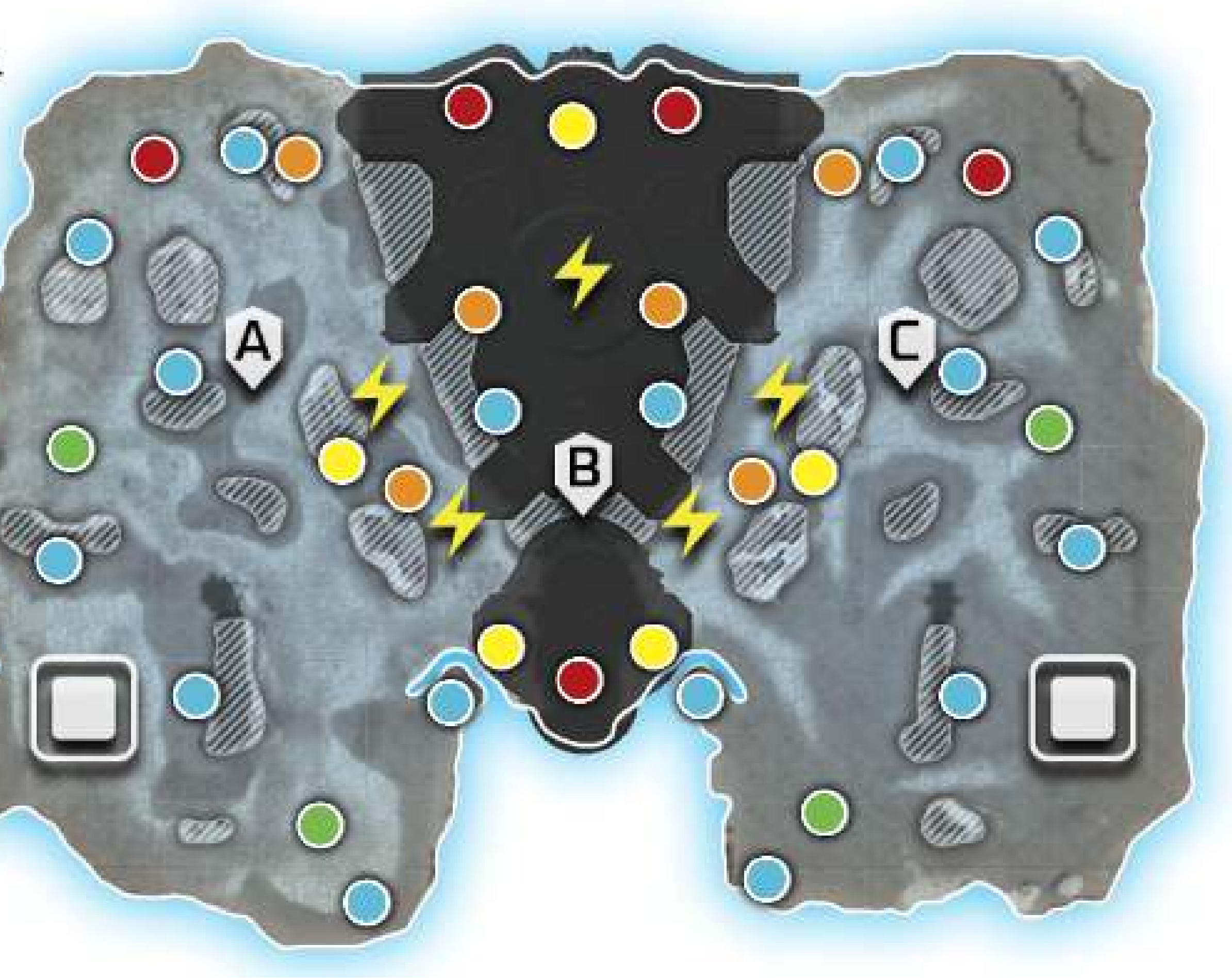
In Domination, the Badlands map contains only three Control Points. One Point is located on each side of the map; these should be easily controlled by the respective teams involved. The main fight is over the center Control Point. Consider using a small assault force to attack A or C, with the aim of pulling the enemy off Control Point B, then send your main army in to secure the Point.

Air units allow you to attack the enemy base from the bottom side of the map, over the large chasm. The enemy may have no defenses set up to counter an attack from this angle. If you think the enemy may attempt this tactic, build some Turrets or counter-air units to quickly end the threat.

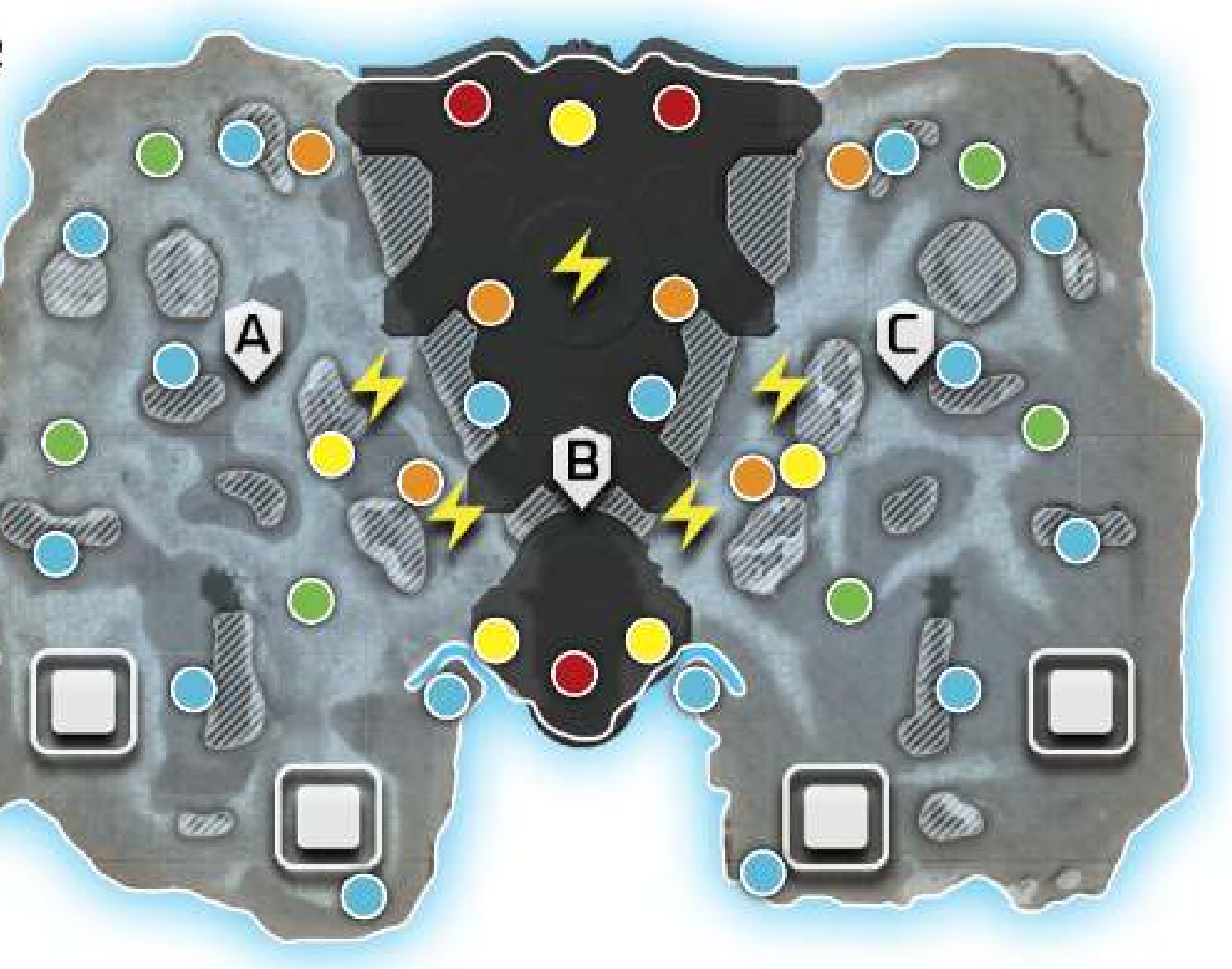
BADLANDS MAP VARIANTS

Domination

1V1

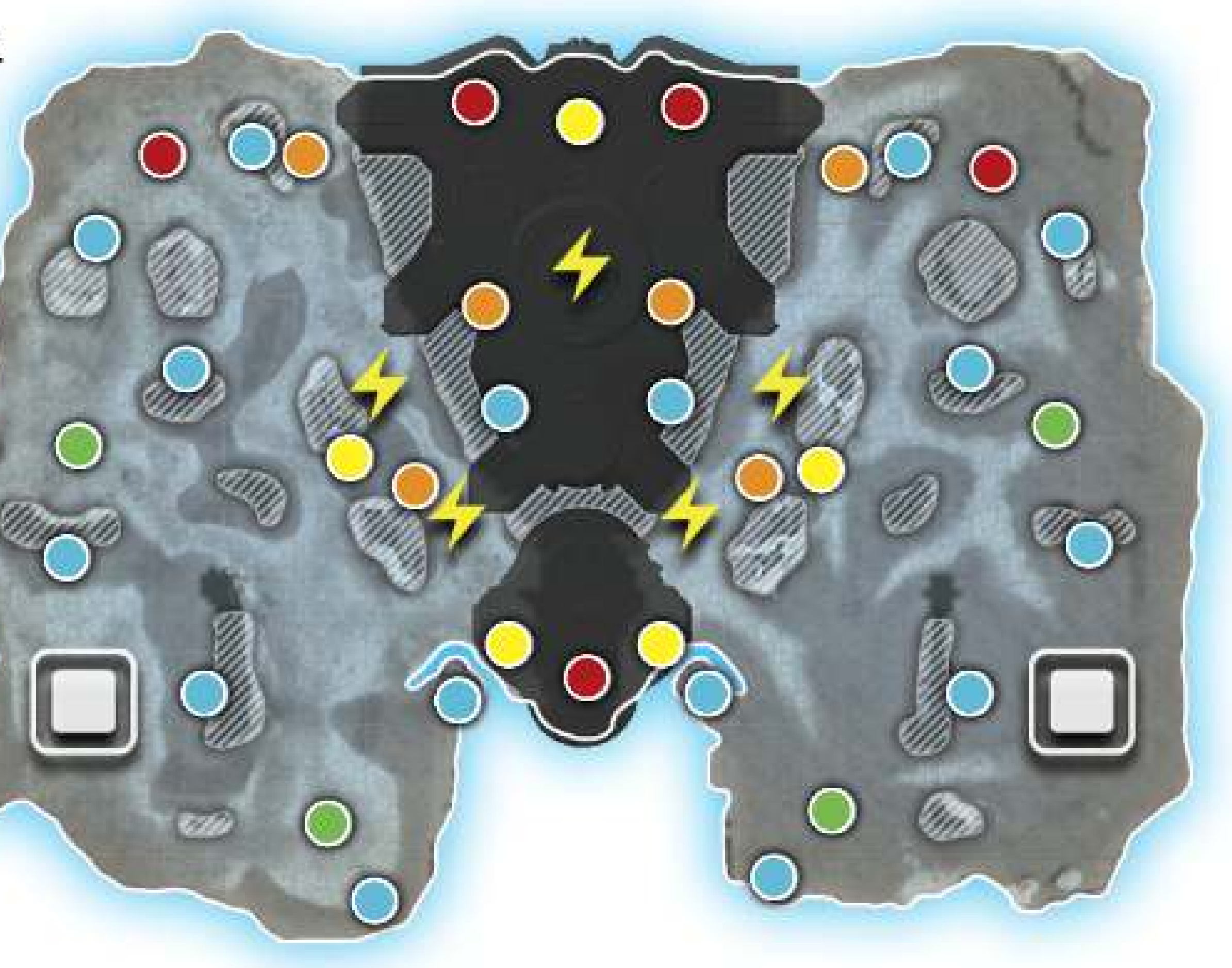


2V2

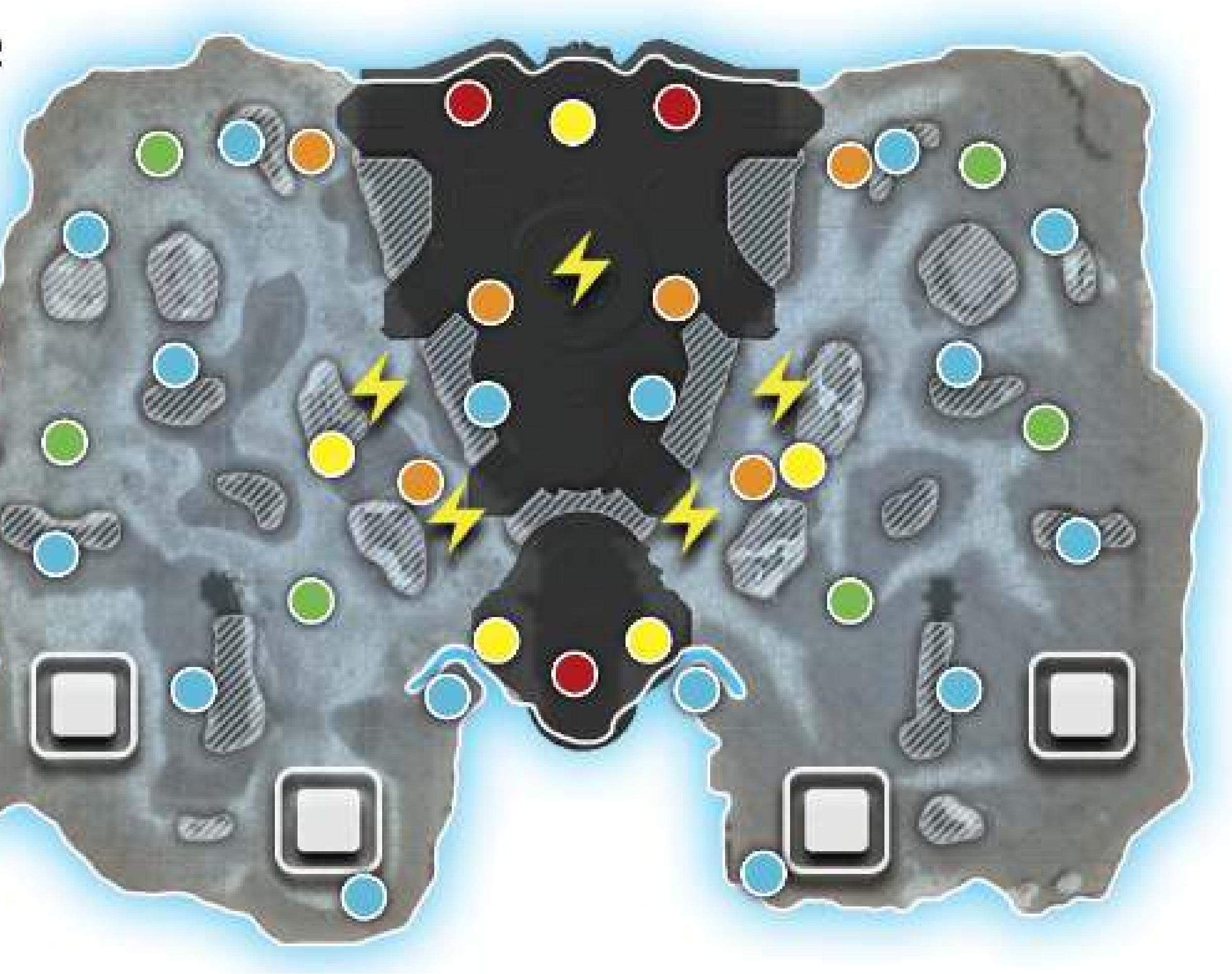


Deathmatch

1V1

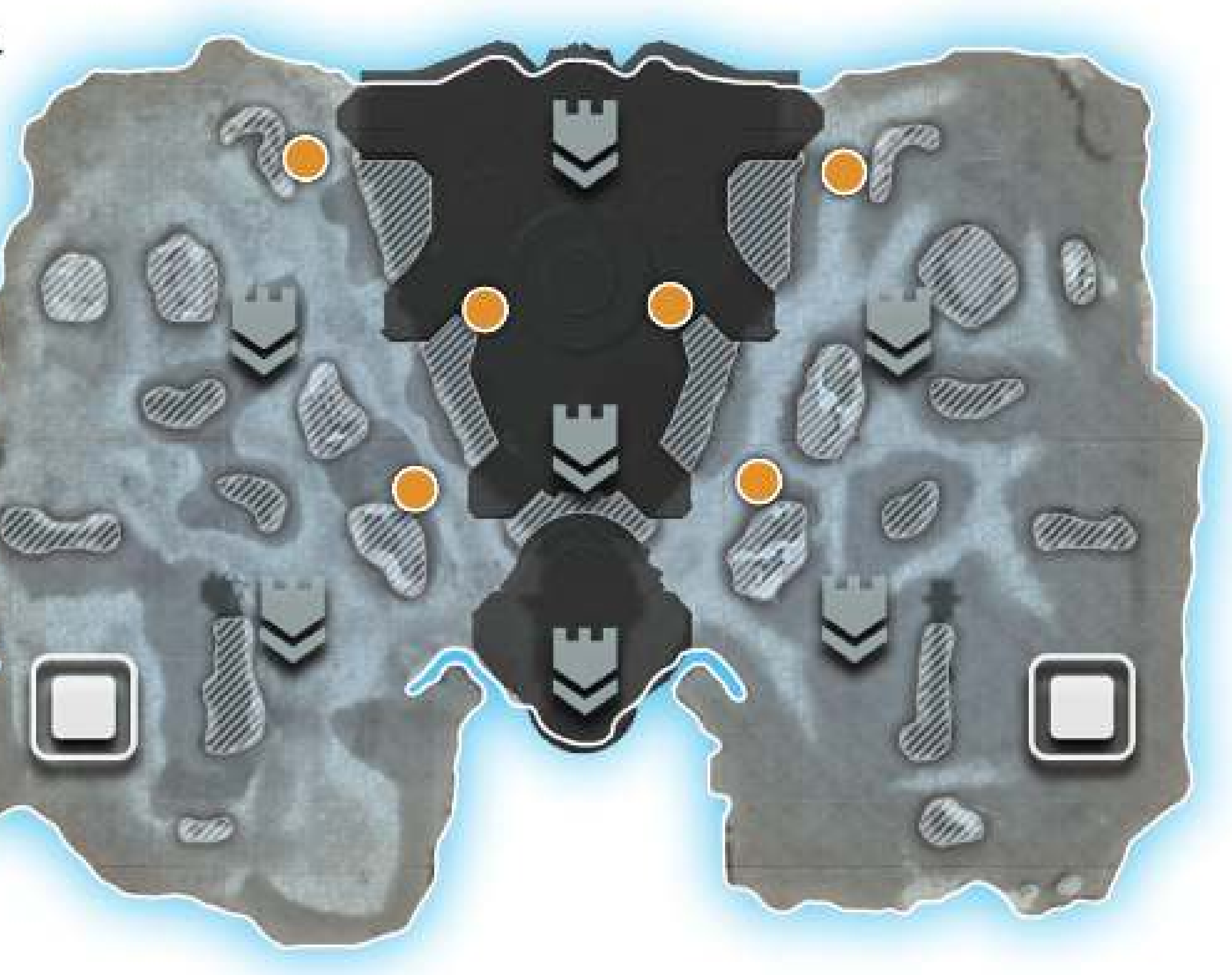


2V2

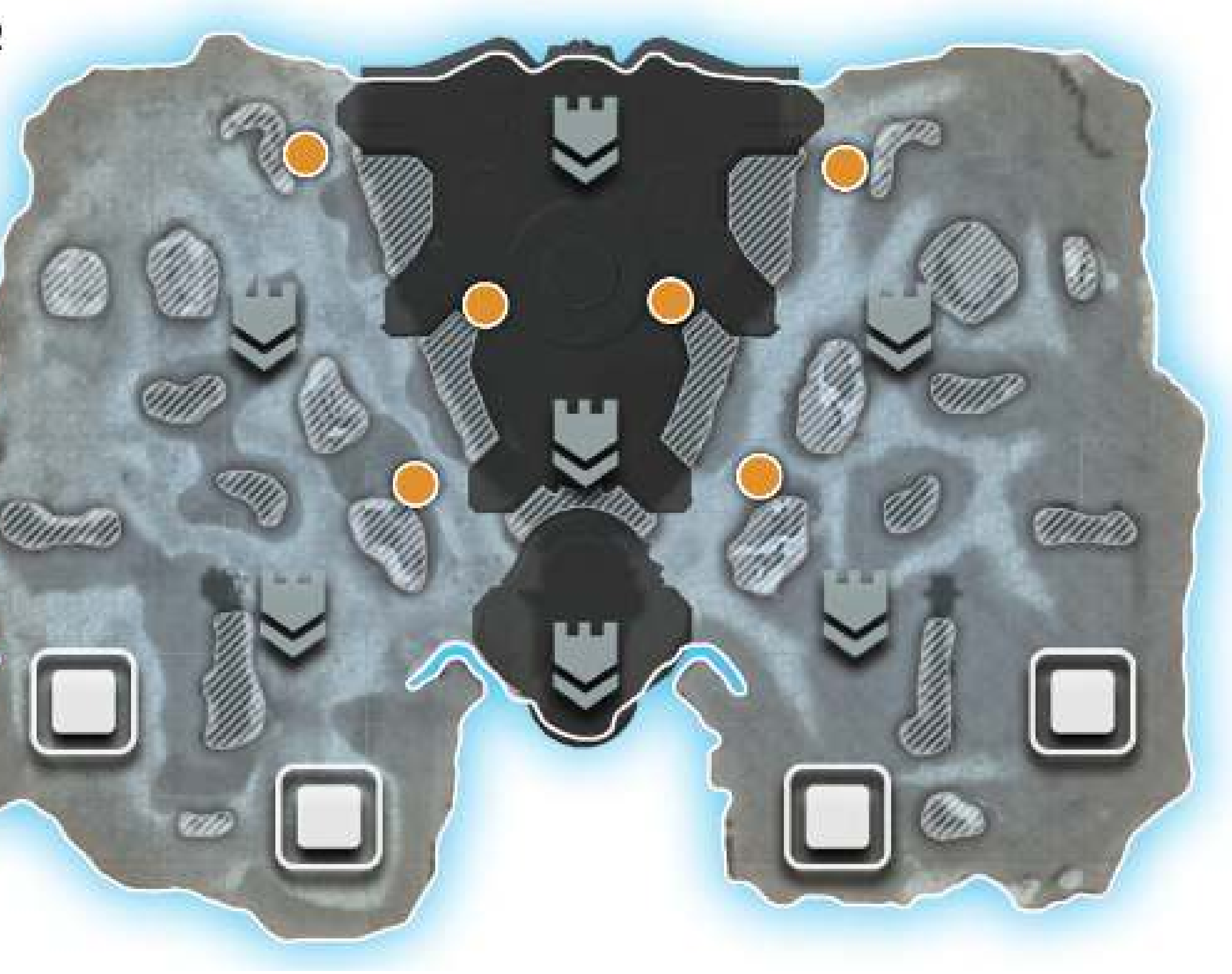


Strongholds

1V1



2V2



MAP LEGEND

▣ HQ

⚡ Power

⛉ Turret shield Watchtower

⛉ Stronghold base

● Garrison

● Two-Slot garrison

● One-Slot Minibase

● Two-Slot Minibase

● Expansion base

● Supply pickup

● Power pickup

Ⓣ Teleporter entrance/exit

▨ Light barrier

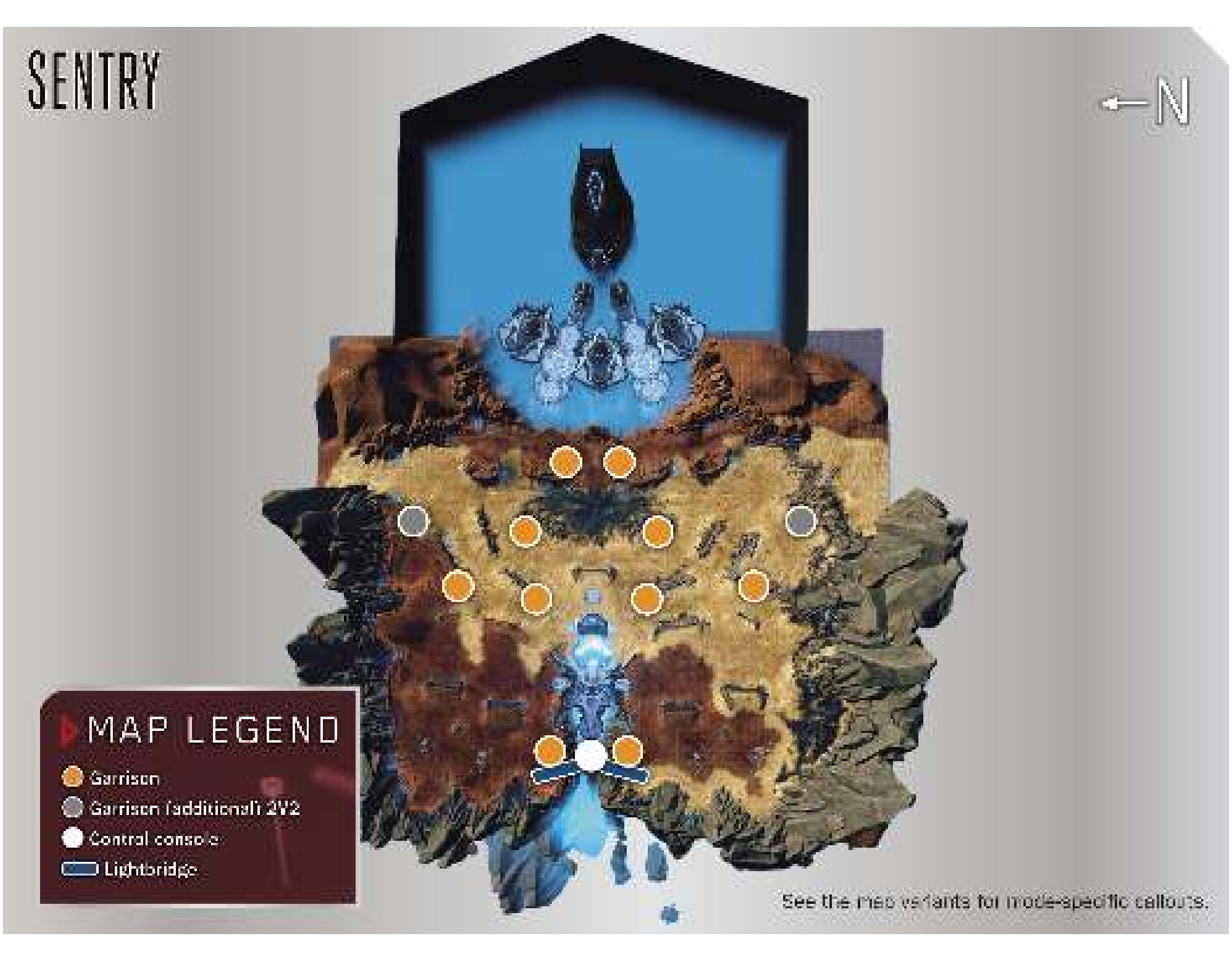
○ Control console

✚ Healing pylon

▬ Lightbridge

Multiplayer Atlas

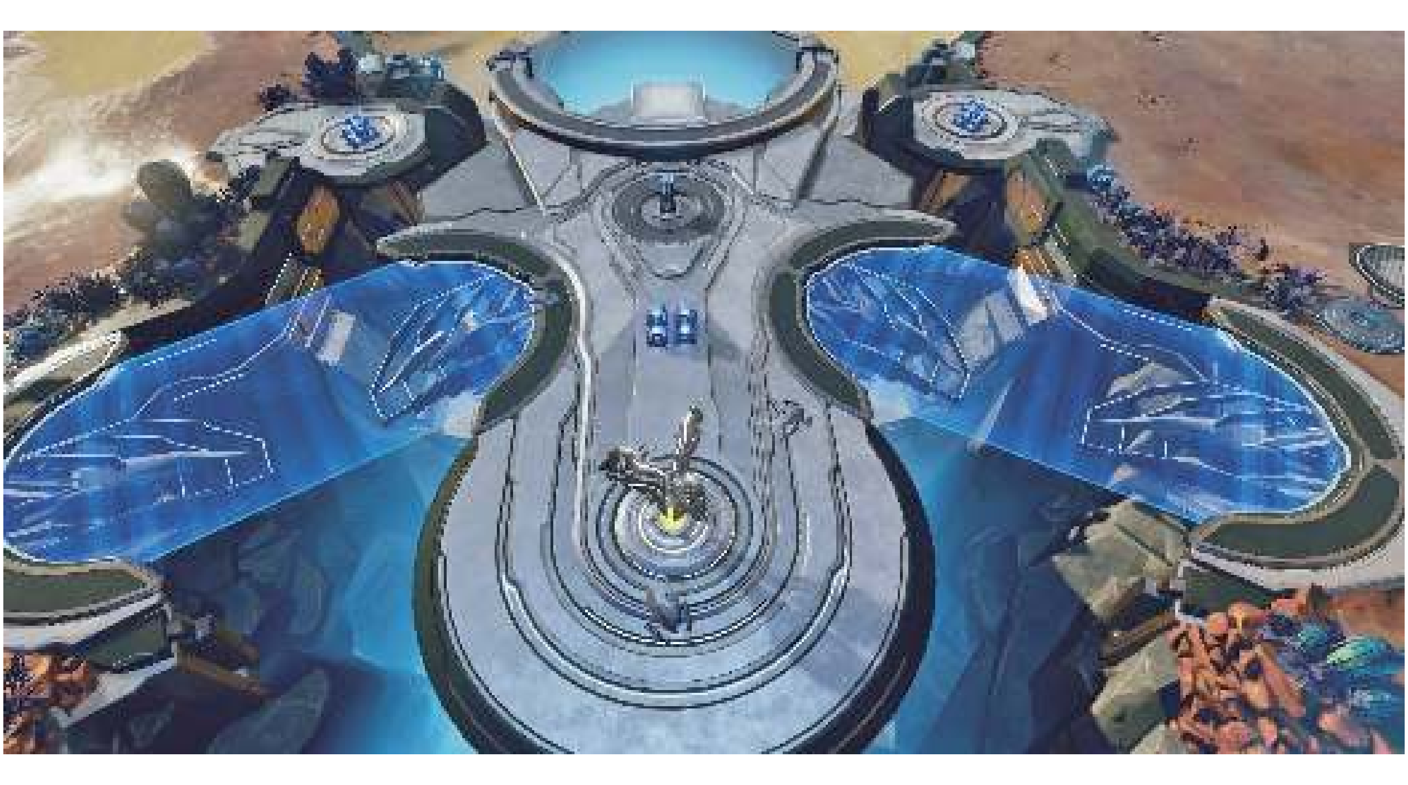
Sentry


SENTRY
N
MAP LEGEND
Garrison
Garrison (additional) 2V2
Control console
Lightbridge
See the map variants for mode-specific callouts.

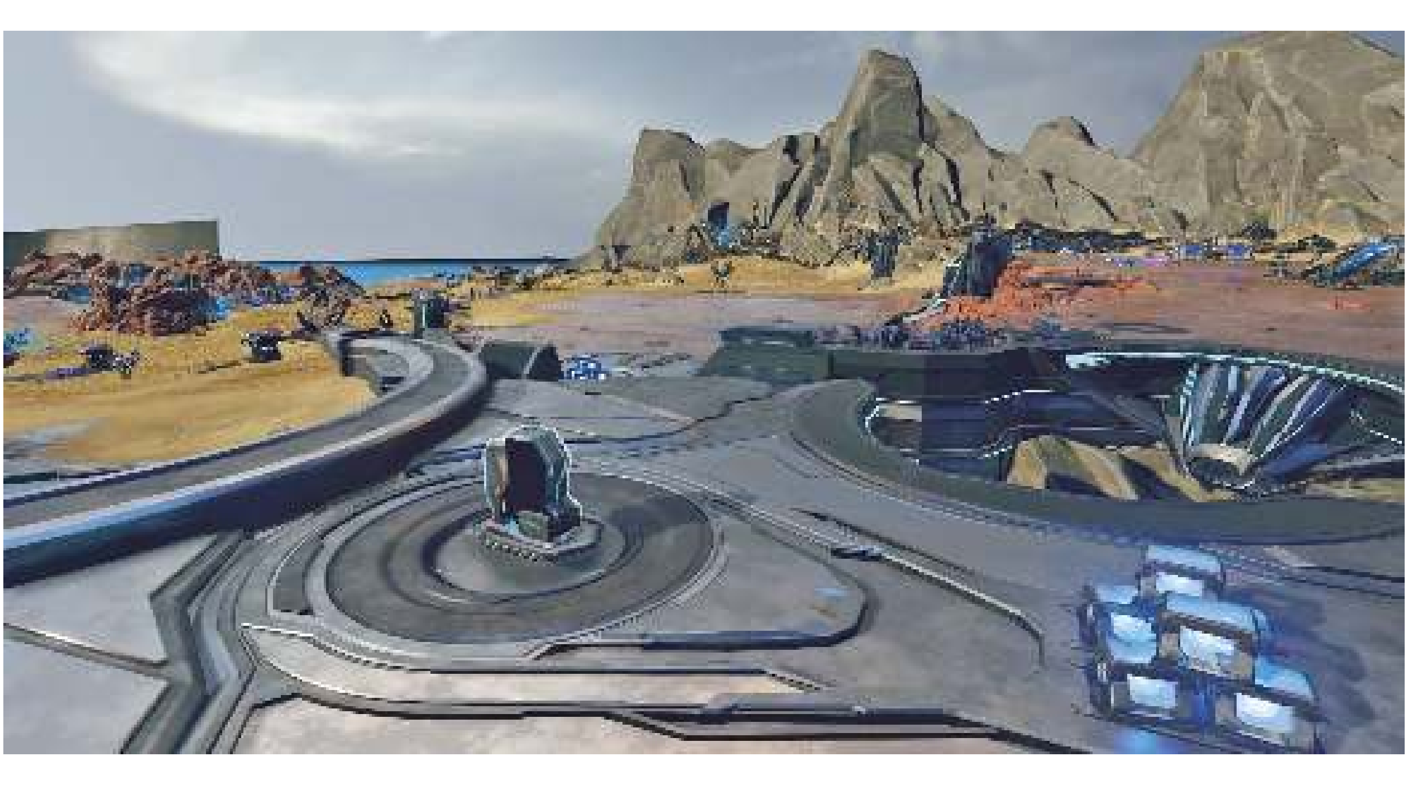
A sleeping giant protects this ancient landscape.

TIPS

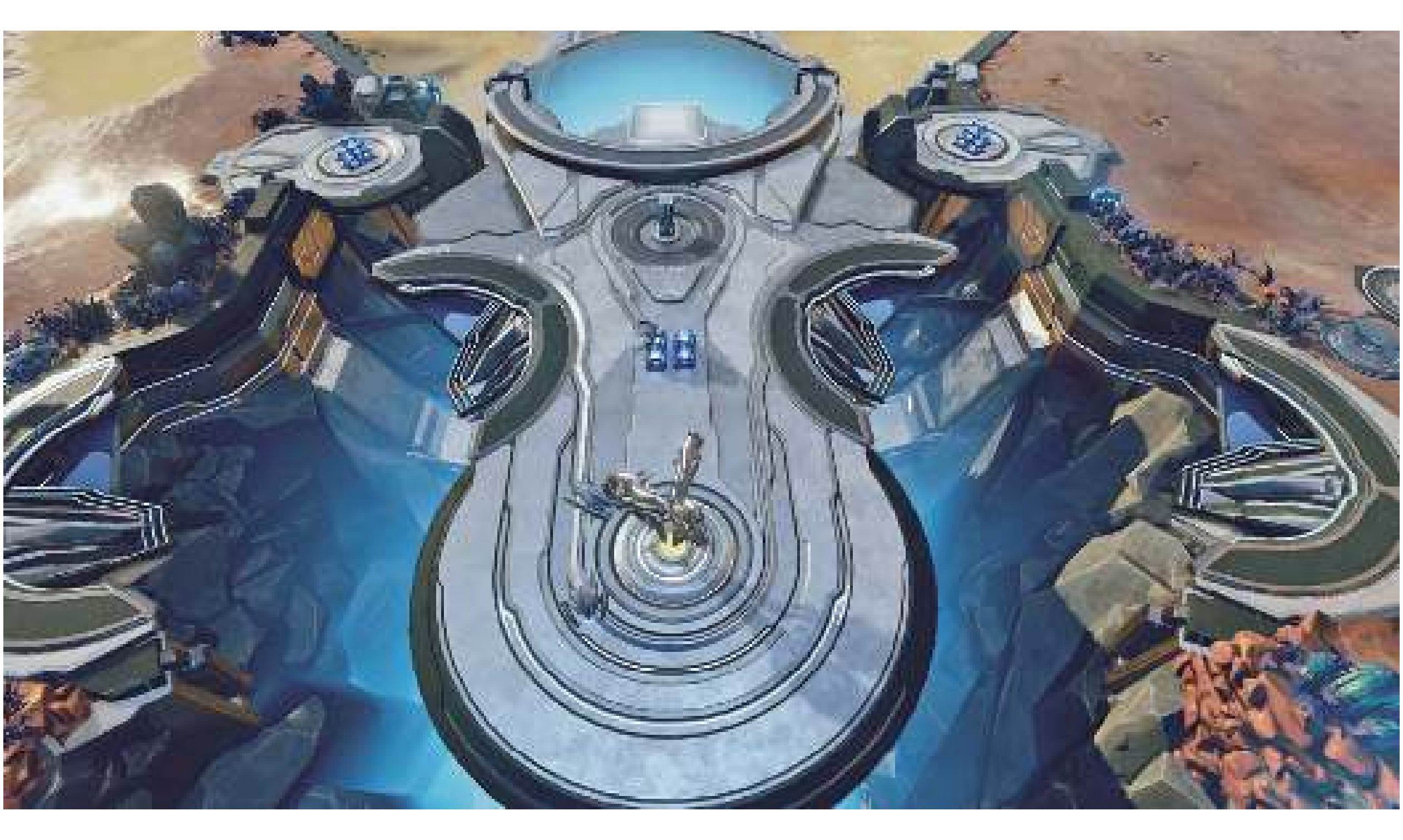
The lightbridge is the most useful—and the deadliest—feature on this map. It allows land units to take a shortcut directly into the enemy base; however, any unit on the lightbridge when it closes dies instantly.



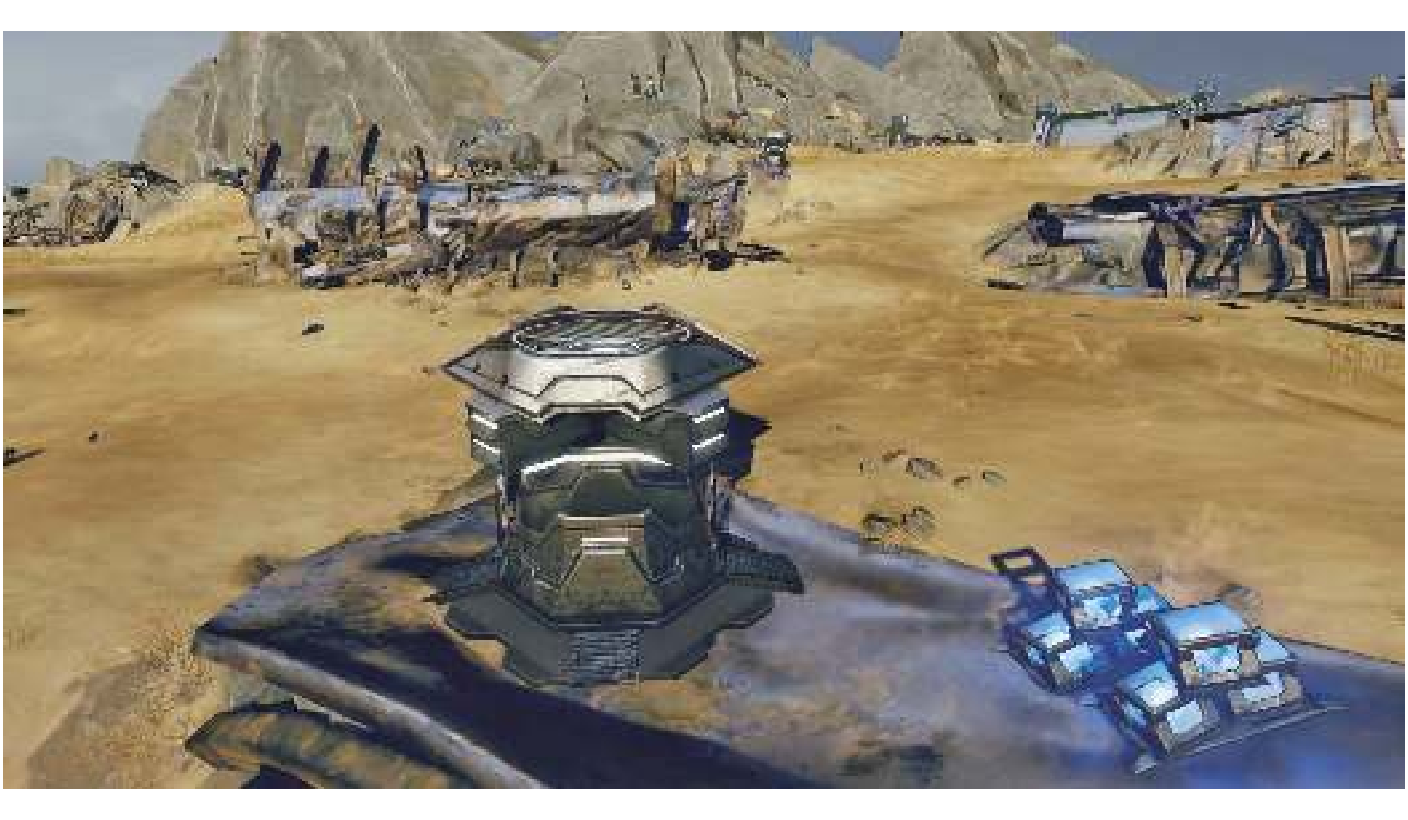
Need to activate the lightbridge? Send an air unit toward the control console. This allows you to access the console once you have it within your unit's line of sight.



There's no warning for when the lightbridge is about to close, so move your units across as fast as possible! If you're moving a slow, large army, consider stopping on the center area and letting the bridge drop before quickly activating it again.



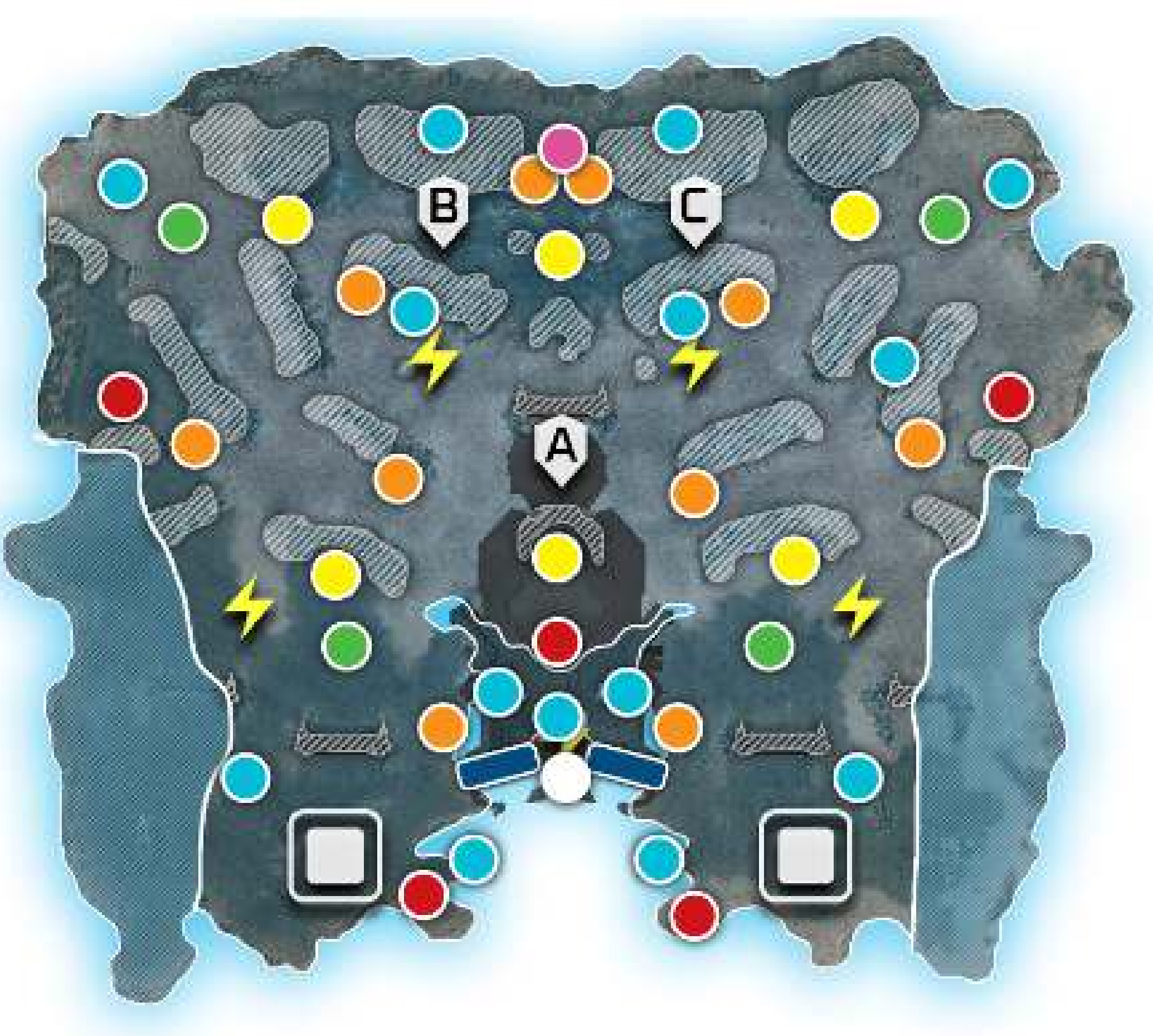
Placing a few core infantry units in the garrisons on your side of the map is a great way to monitor any potential incoming attack. Garrisons also provide effective defensive positions for guarding an early expansion base or minibase. In the center area at the west end of the map is a Two-Slot Minibase—these are cheaper than full expansion bases and offer you a good place to create units you can use to reinforce an attack on your enemy's flank.



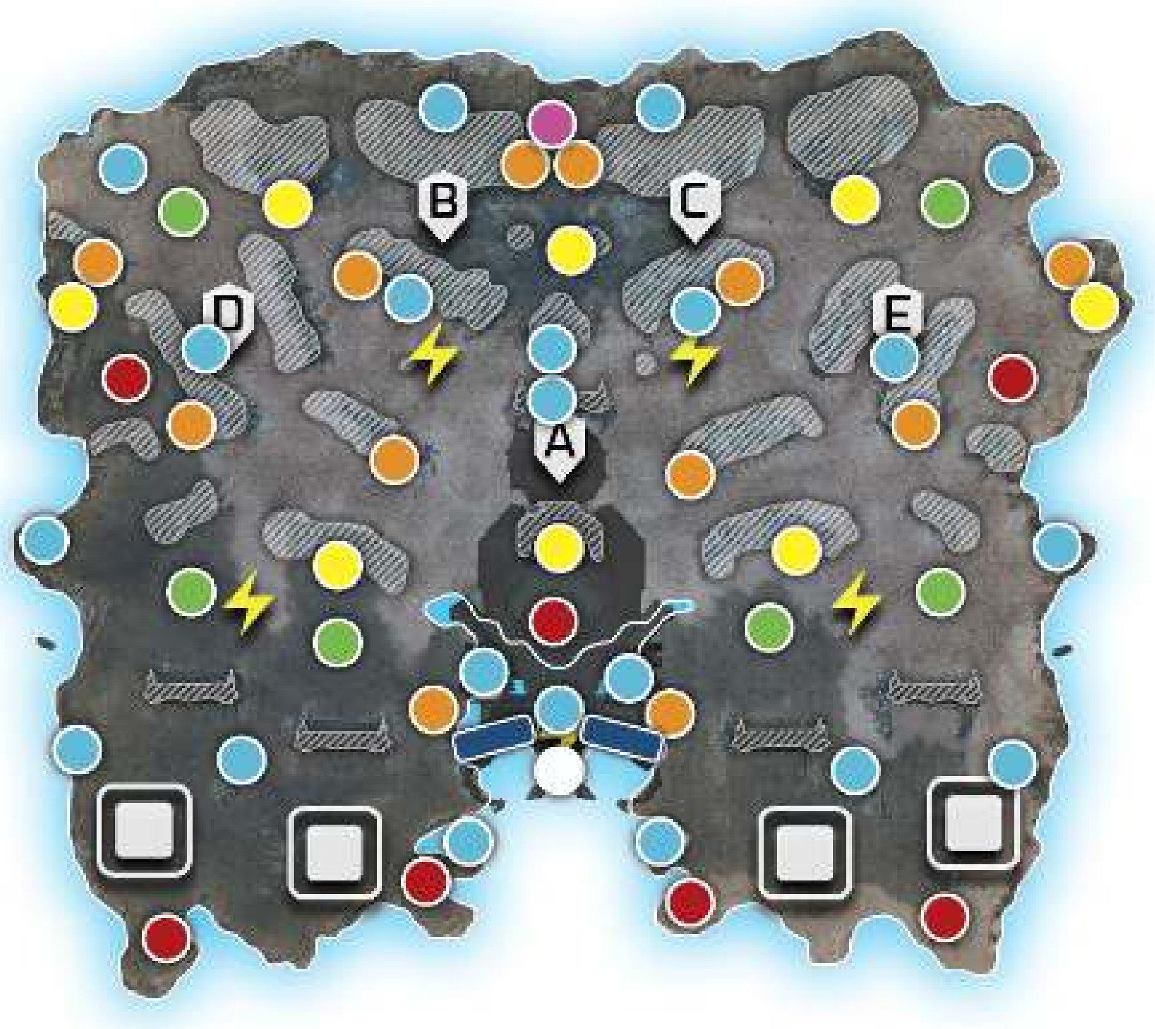
SENTRY MAP VARIANTS

Domination

1V1

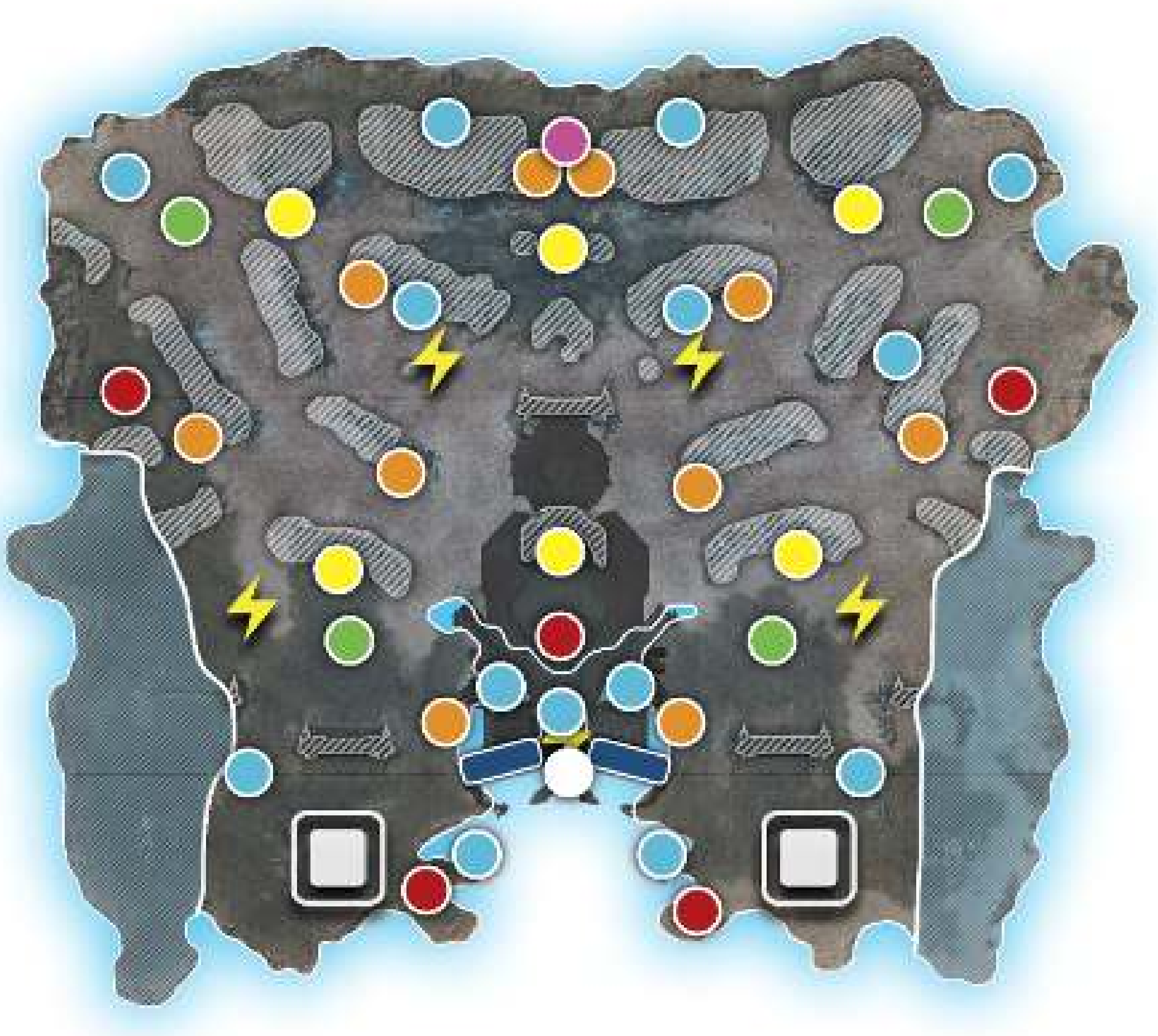


2V2

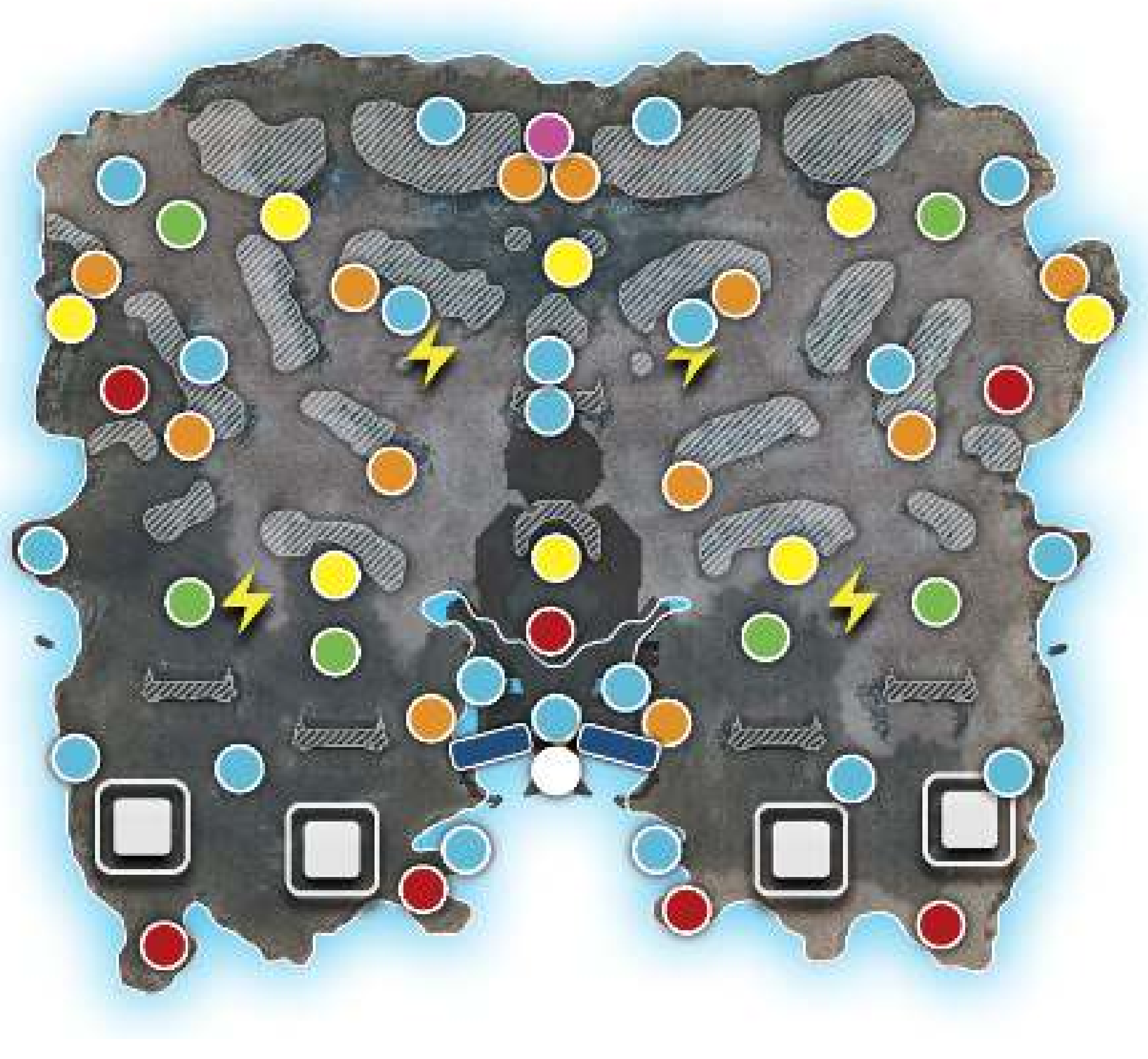


Deathmatch

1V1

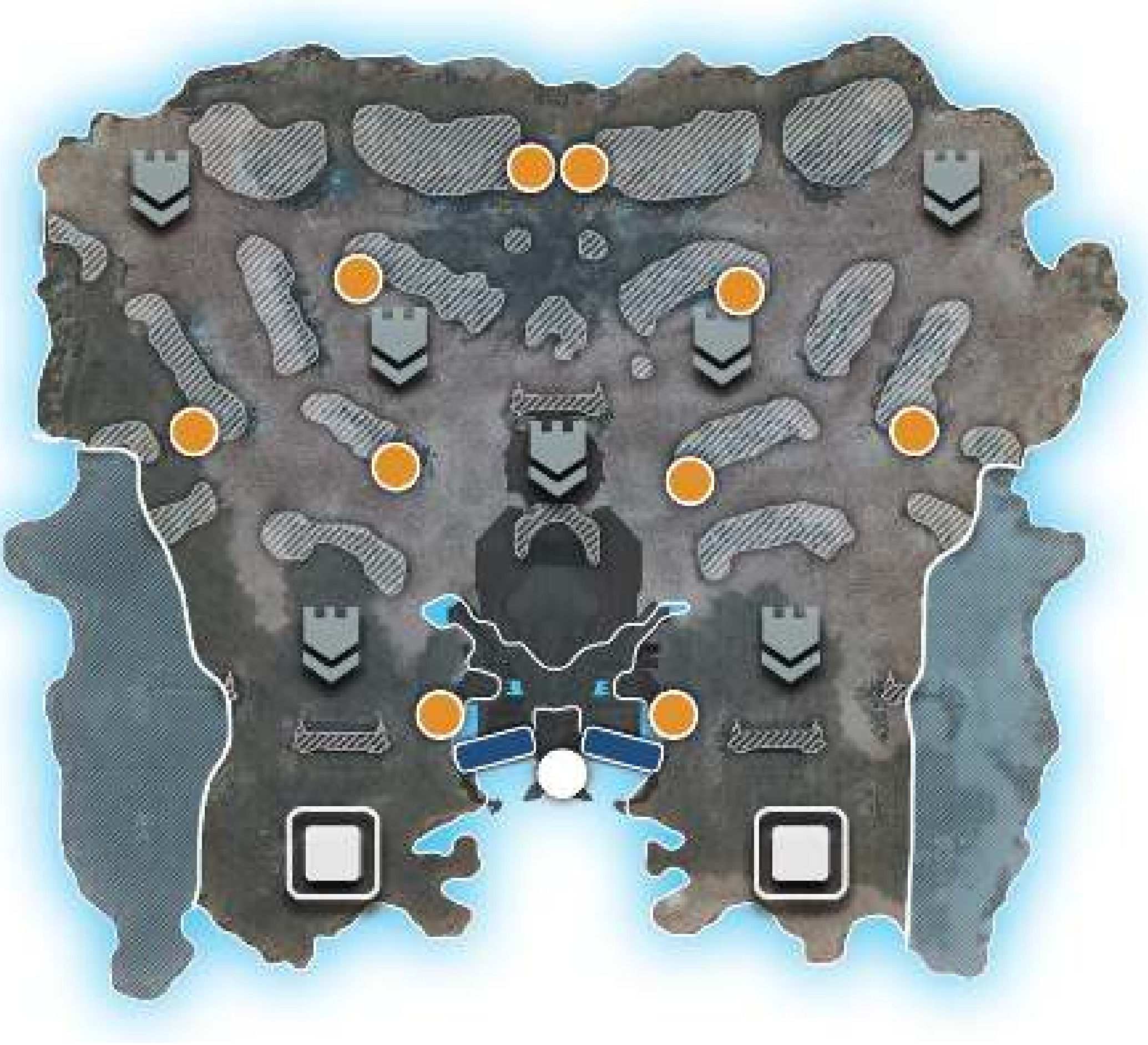


2V2

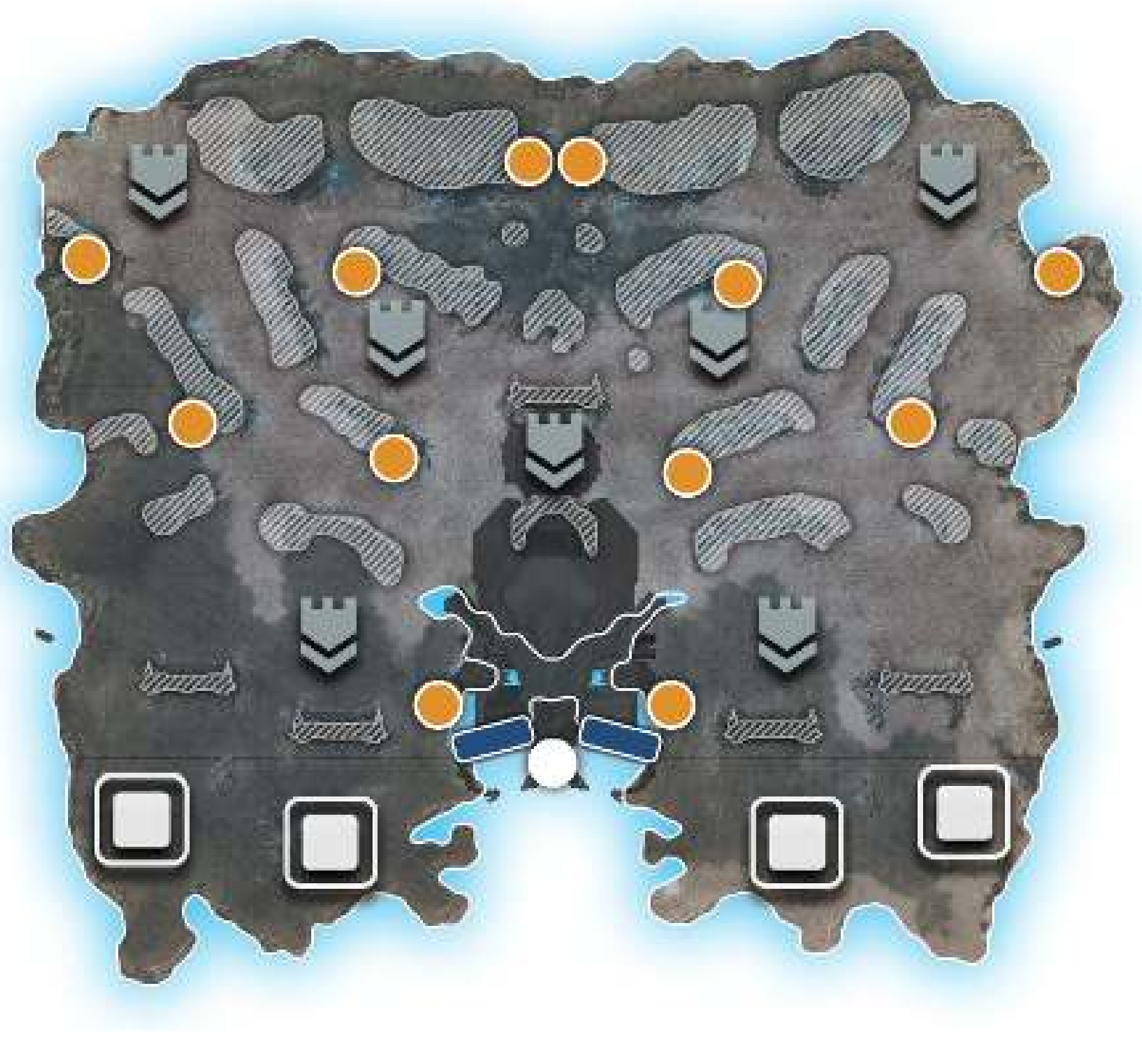


Strongholds

1V1



2V2

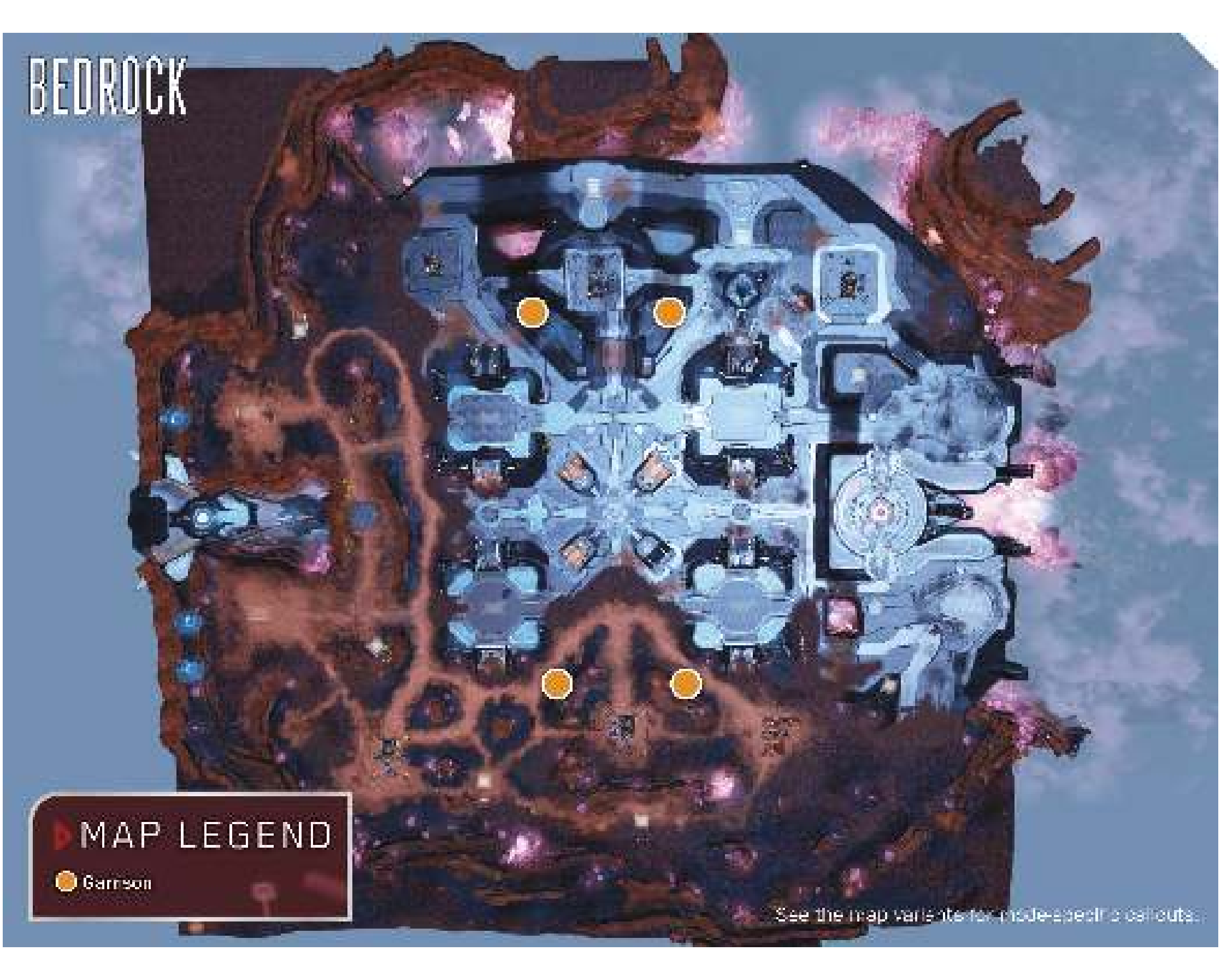


MAP LEGEND

- ▣ HQ
- ⚡ Power
- ⛉ Turret shield Watchtower
- ⛉ Stronghold base
- ● Garrison
- ● Two-Slot garrison
- ● One-Slot Minibase
- ● Two-Slot Minibase
- ● Expansion base
- ● Supply pickup
- ● Power pickup
- Ⓣ Teleporter entrance/exit
- ▨ Light barrier
- ○ Control console
- ✚ Healing pylon
- ▬ Lightbridge

Multiplayer Atlas

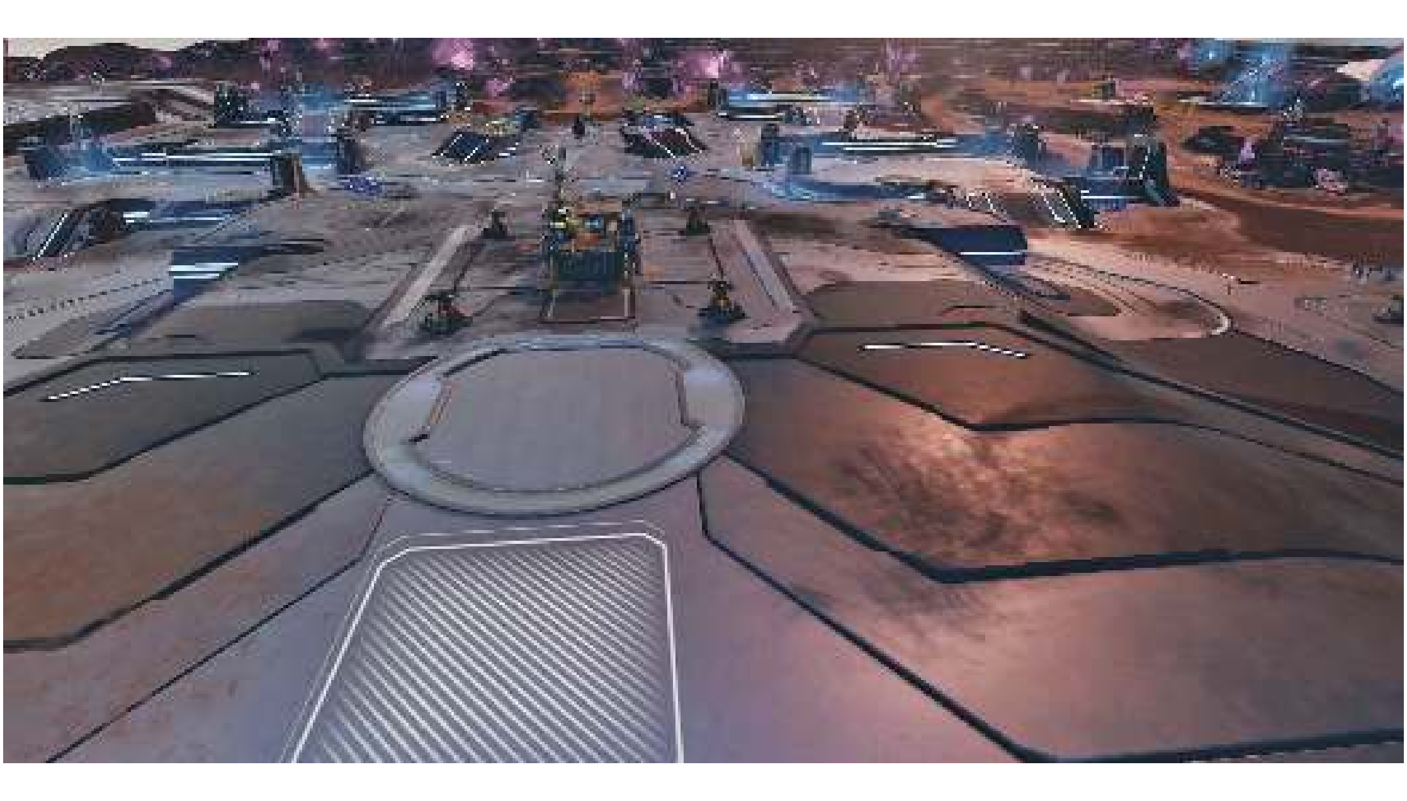
Bedrock



The substructure of an incomplete refugia stands ready to continue the Ark's work.

TIPS

The center-player spawn for each team (1v1 and 3v3 modes) has two garrisons just outside the base. Make sure to toss some extra units in there. Snipers and Elite Rangers are great units for a garrison!



Minibases are located in lines and behind the starting bases, making them a fairly safe expansion option without the fear of overextending your defenses.

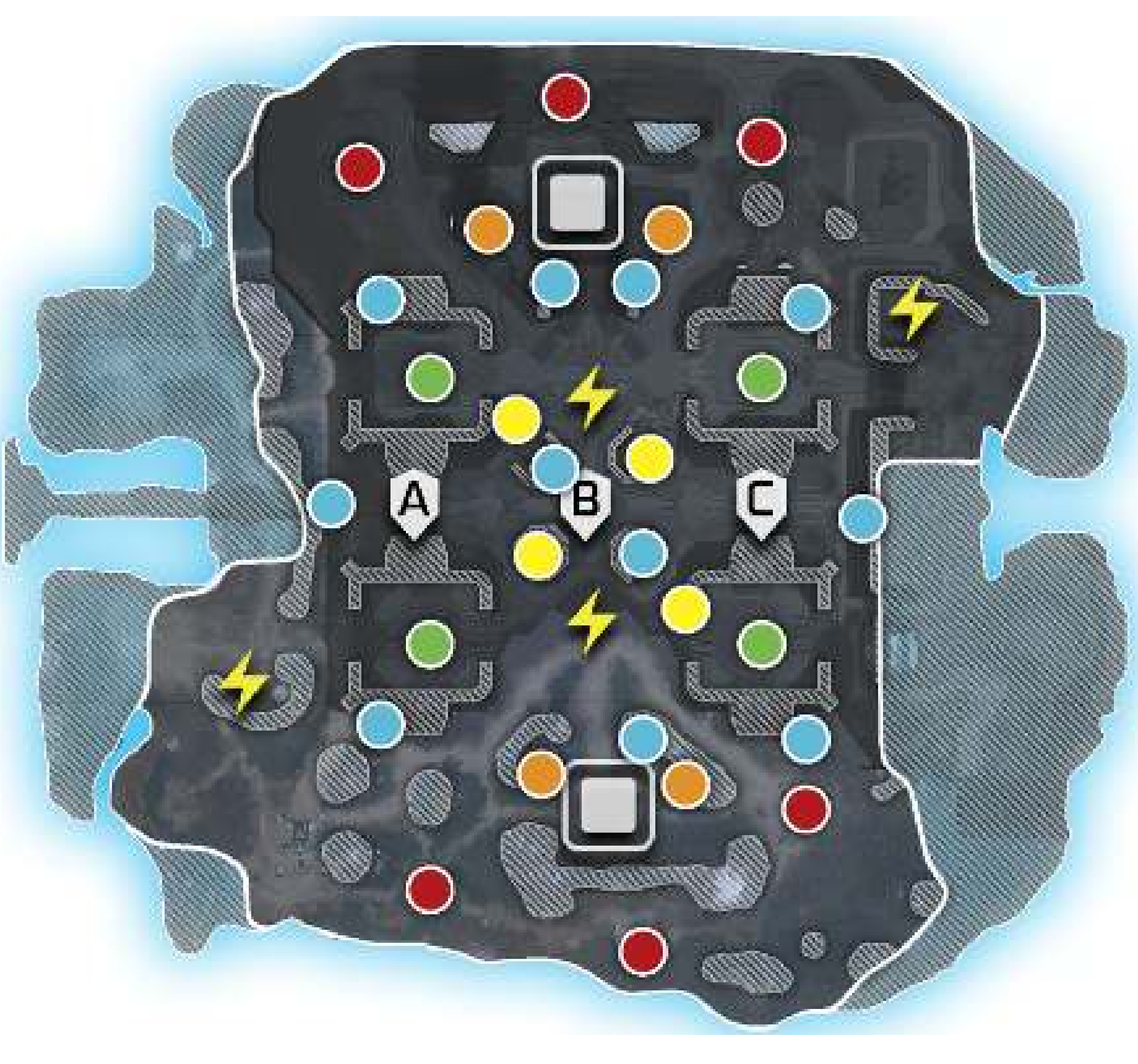
Pushing out early to take the nearby Resource Node in the center of your side of the map may give you a leg up on your enemy with little chance of them coming in for a counterattack.

The expansion bases on the Bedrock map are extremely vulnerable to artillery, due to the elevated ground on the north and south sides of the bases. This high ground can only be accessed from the outside, giving a huge advantage to enemies who decide to besiege the base. Keep some air units handy to grant line of sight or counter any artillery threats.

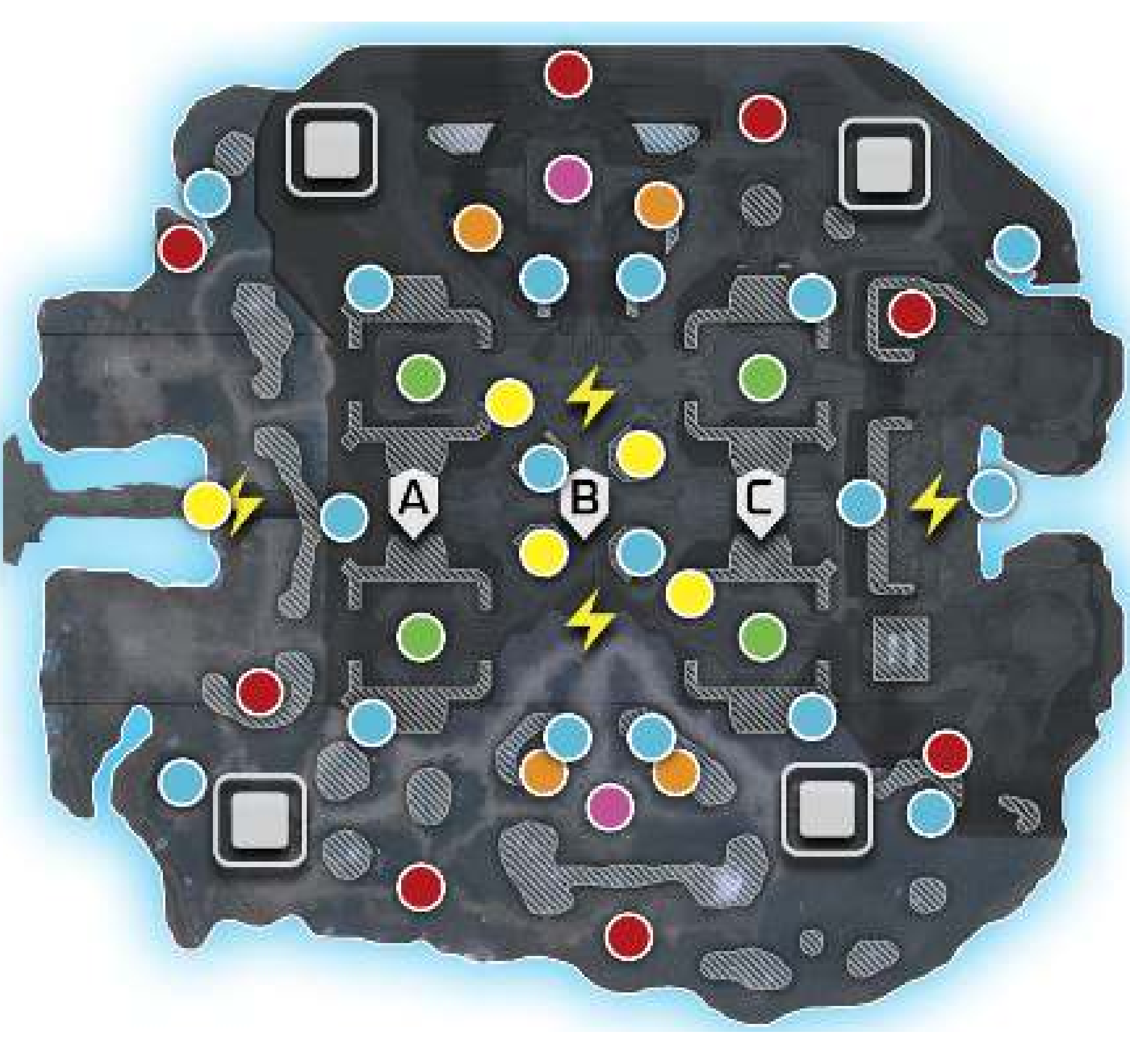
BEDROCK MAP VARIANTS

Domination

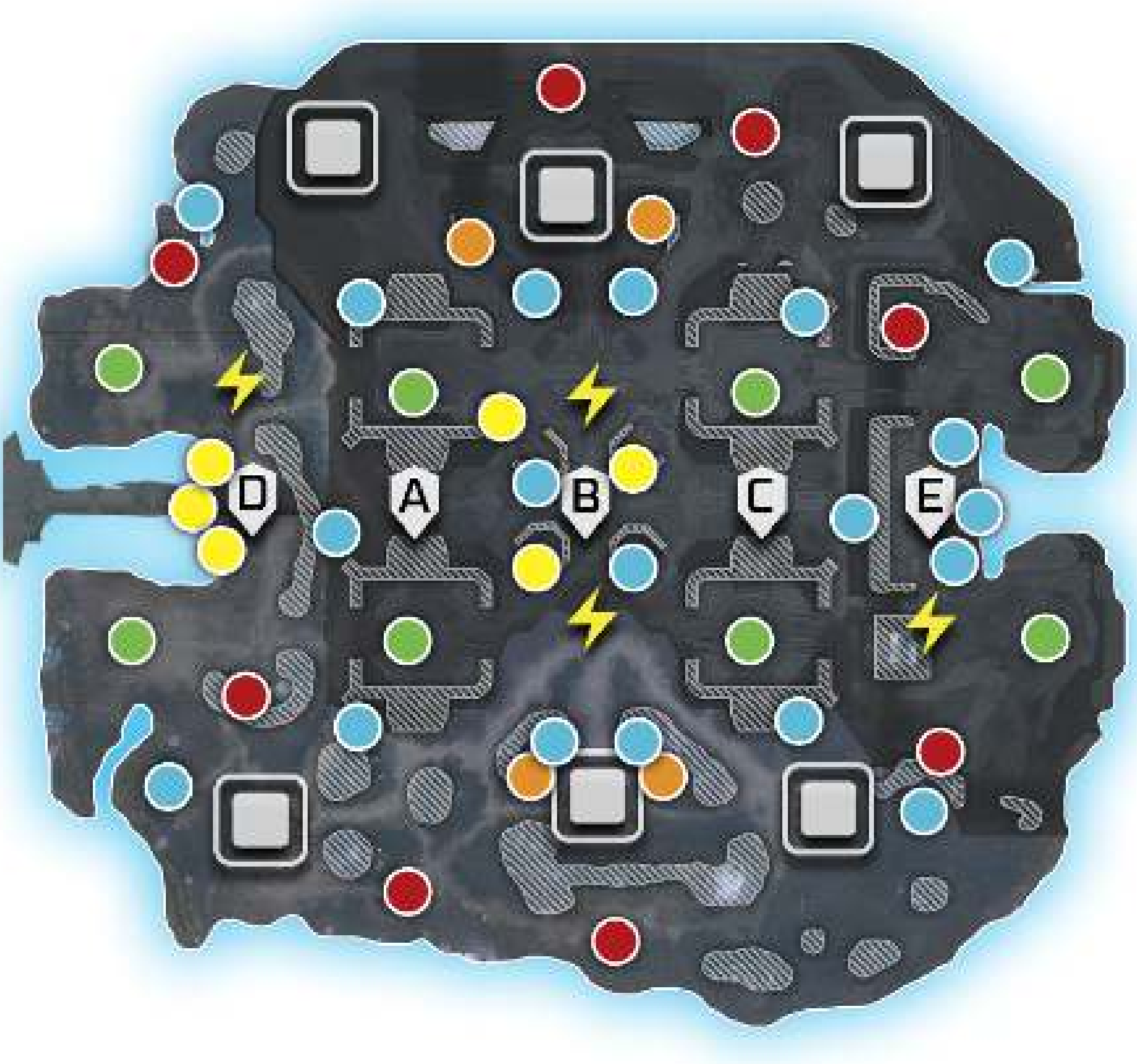
1V1



2V2

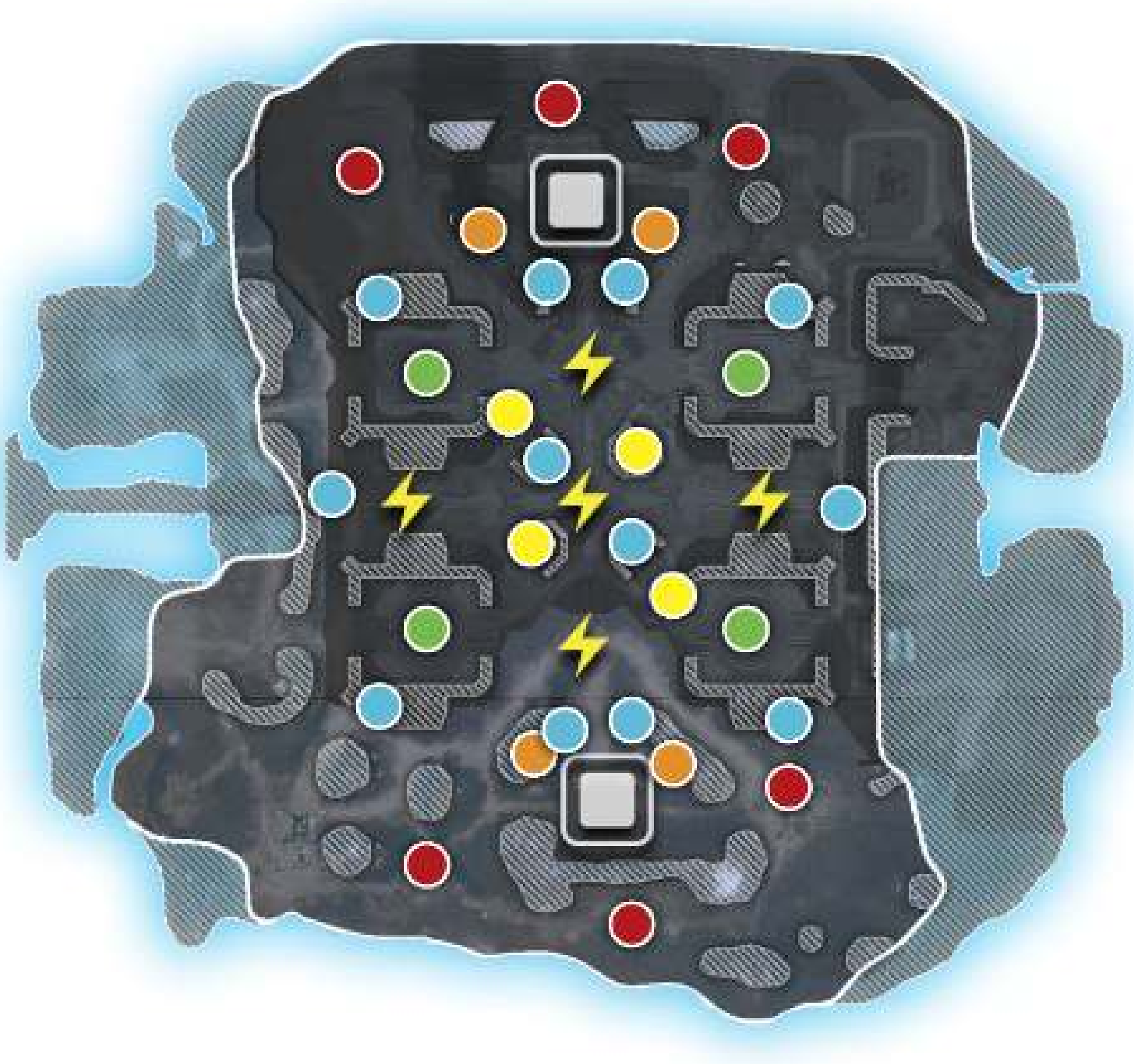


3V3

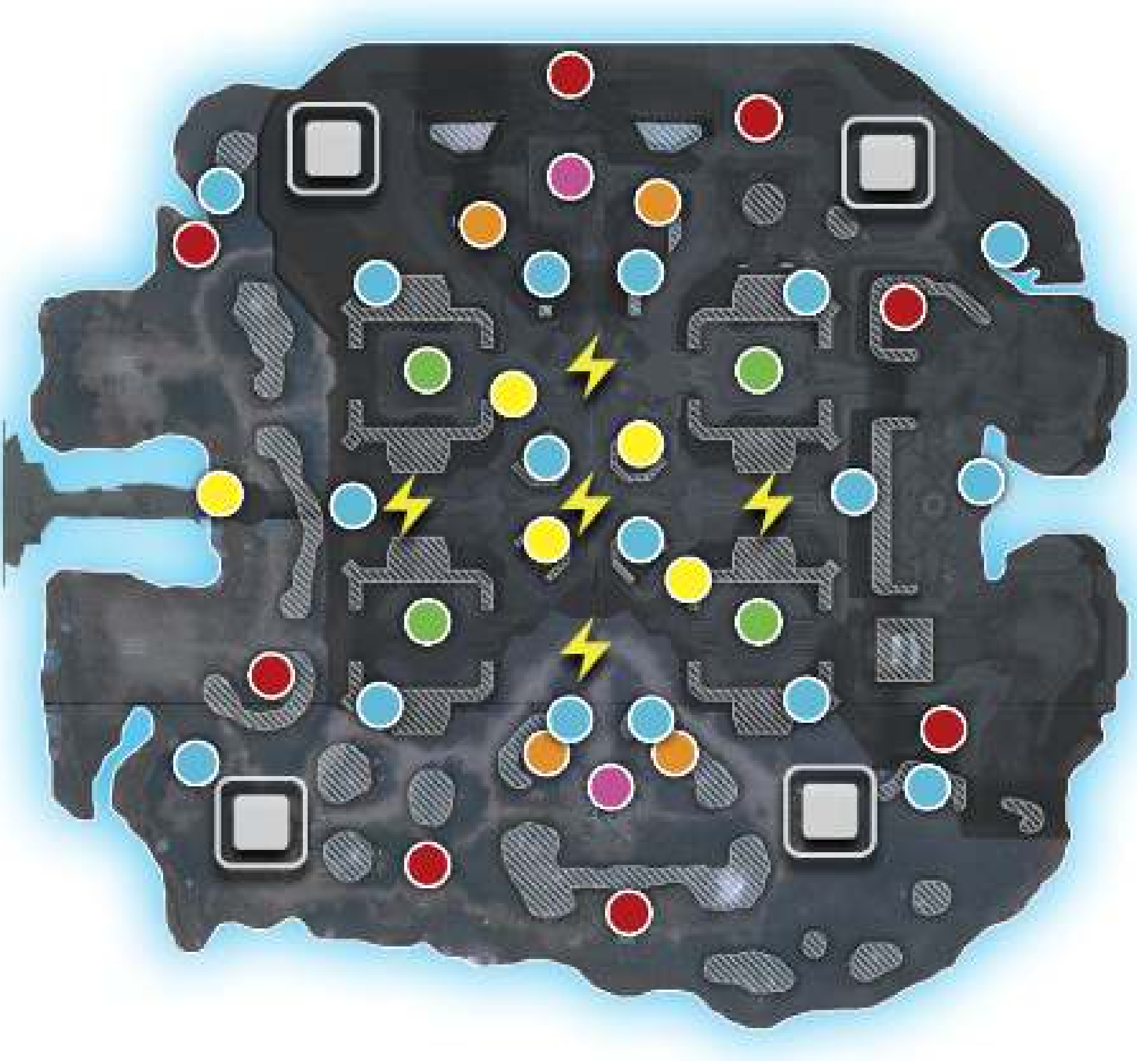


Deathmatch

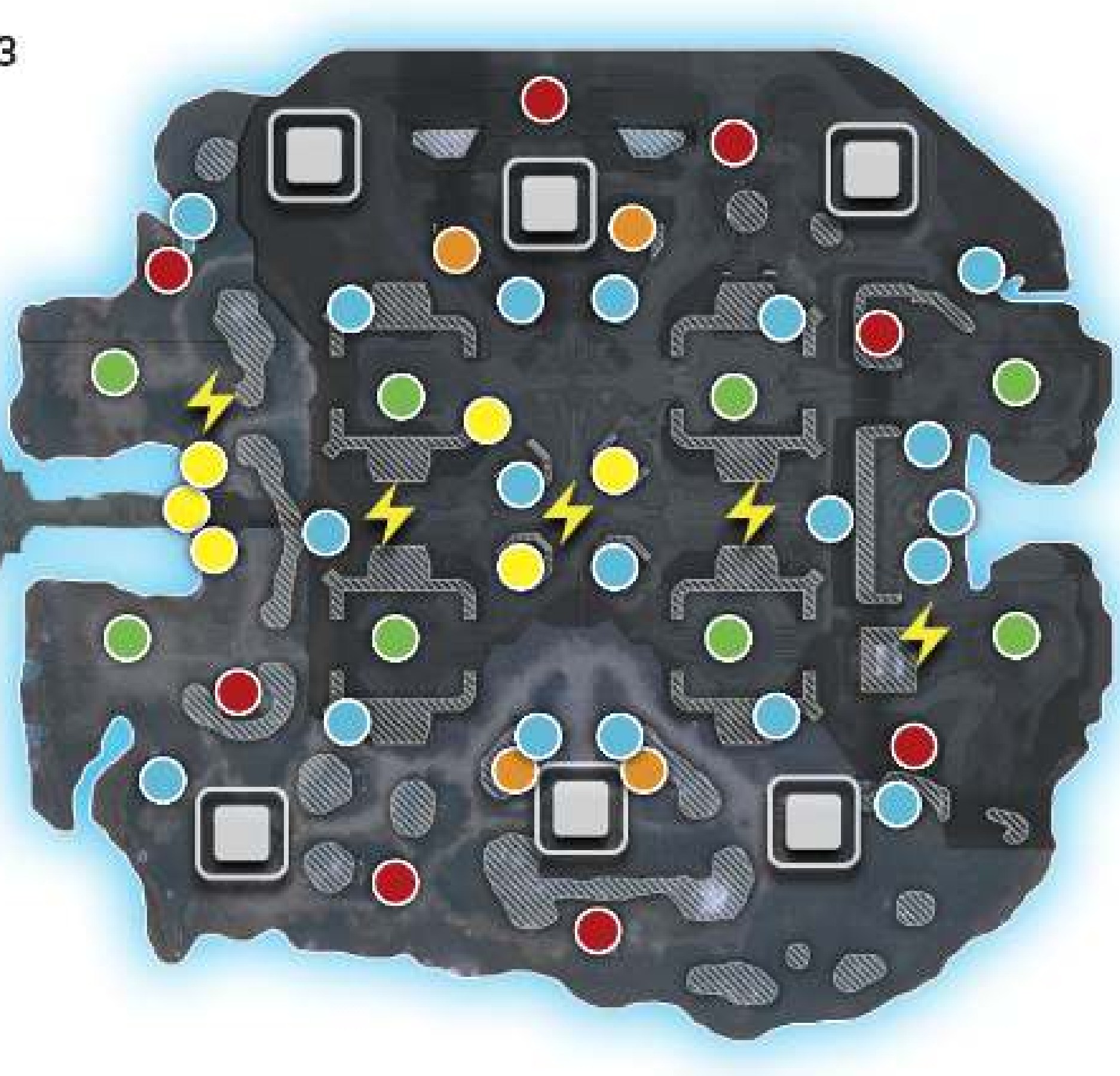
1V1



2V2

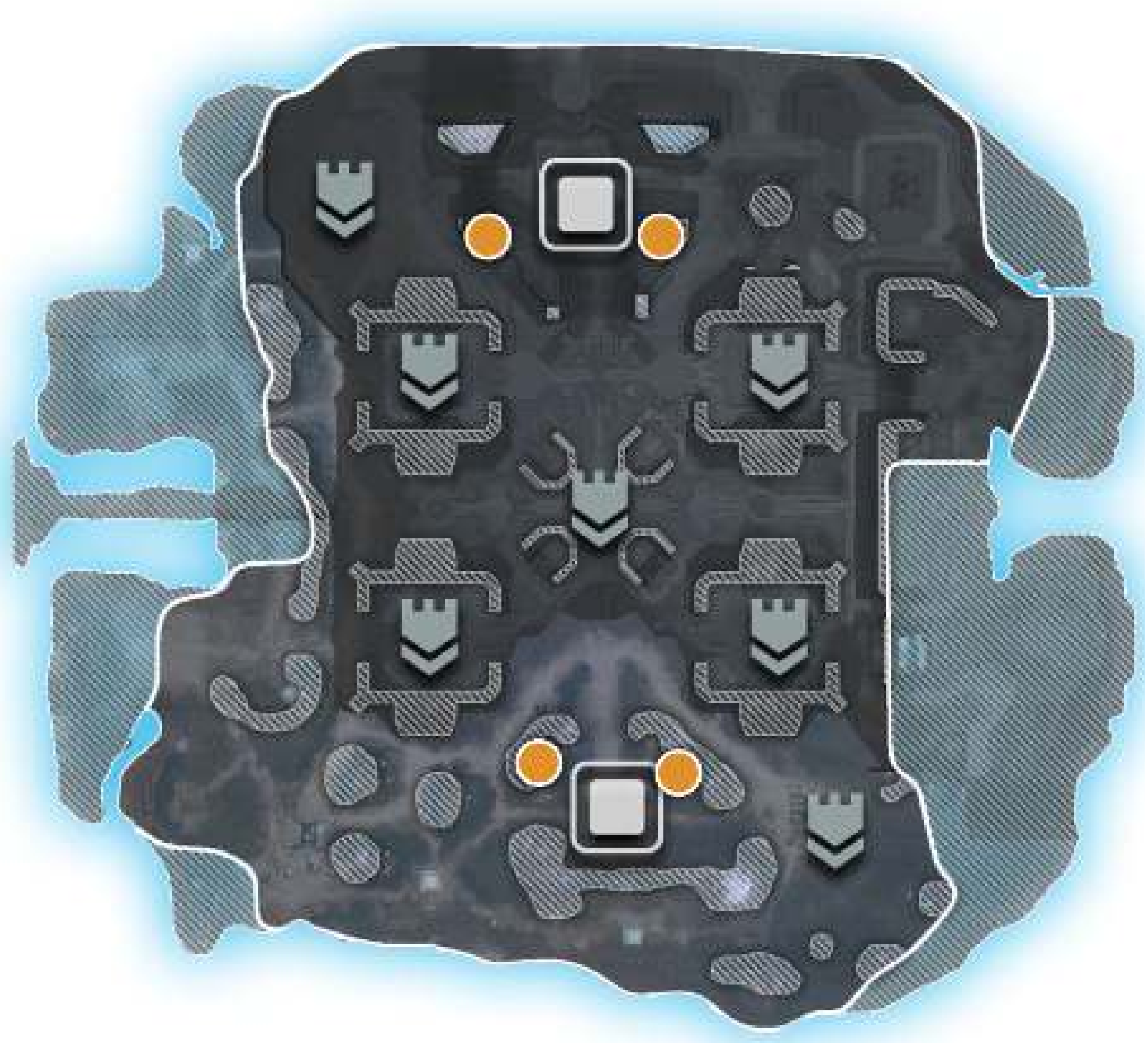


3V3

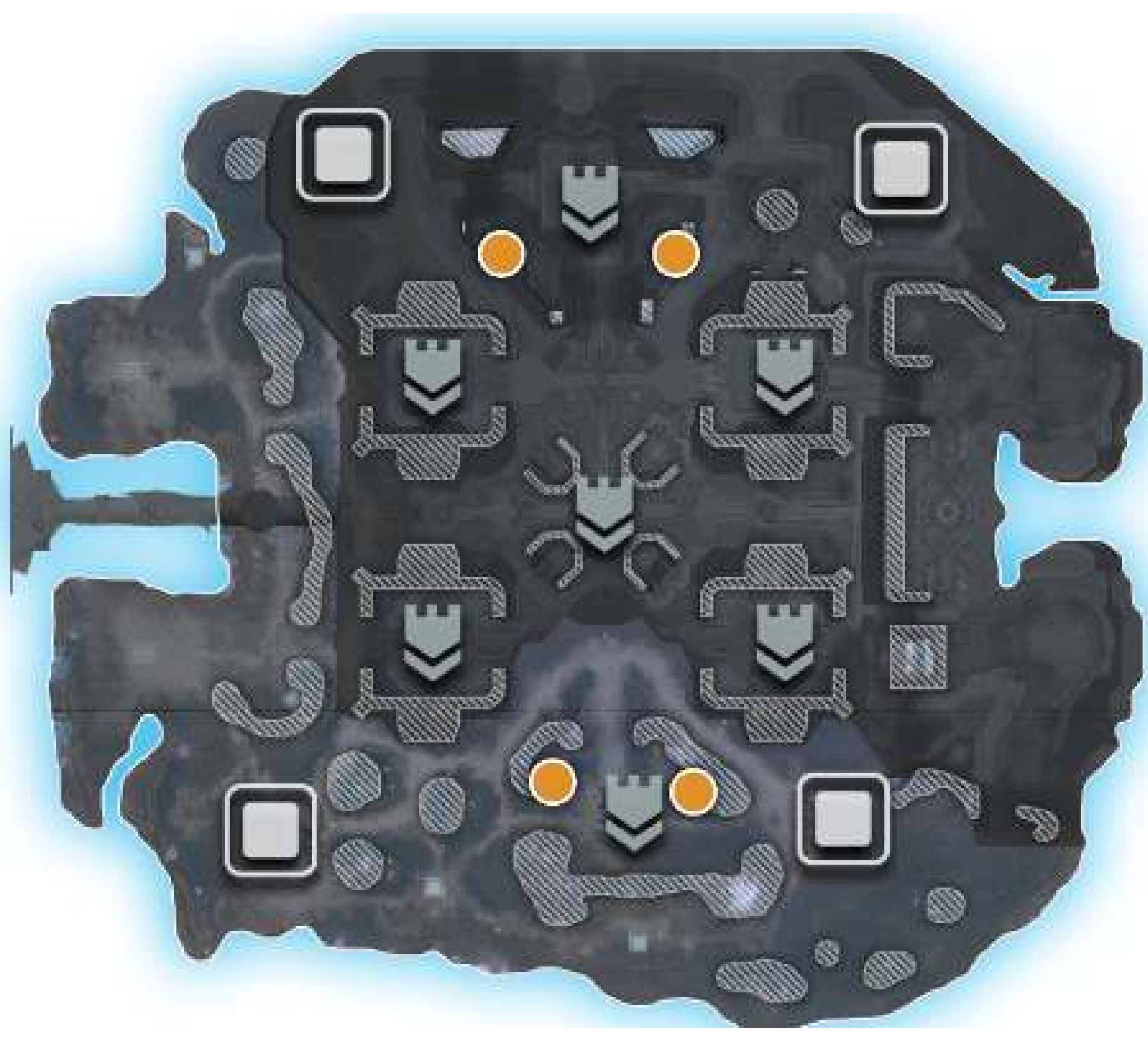


Strongholds

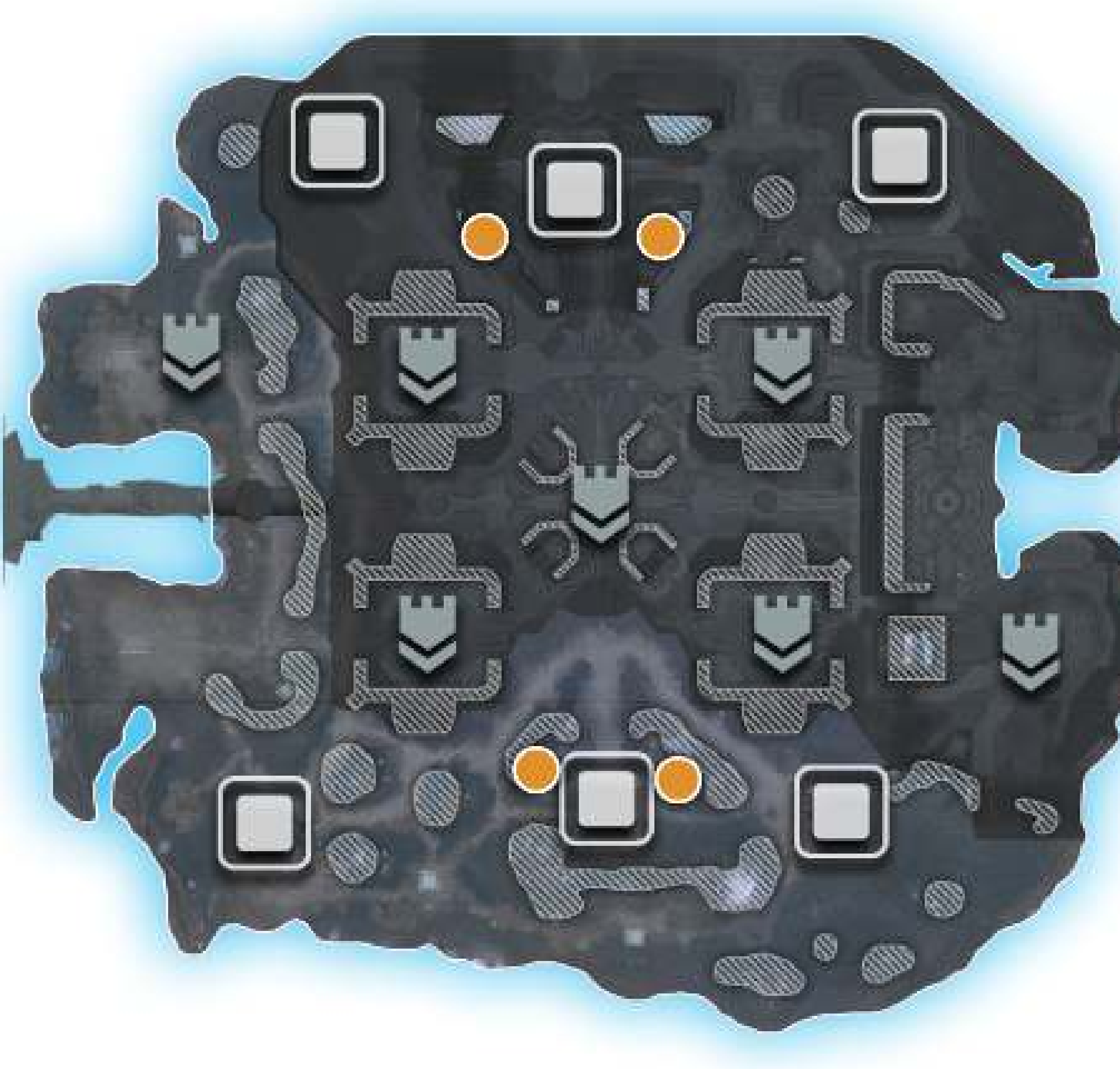
1V1



2V2



3V3

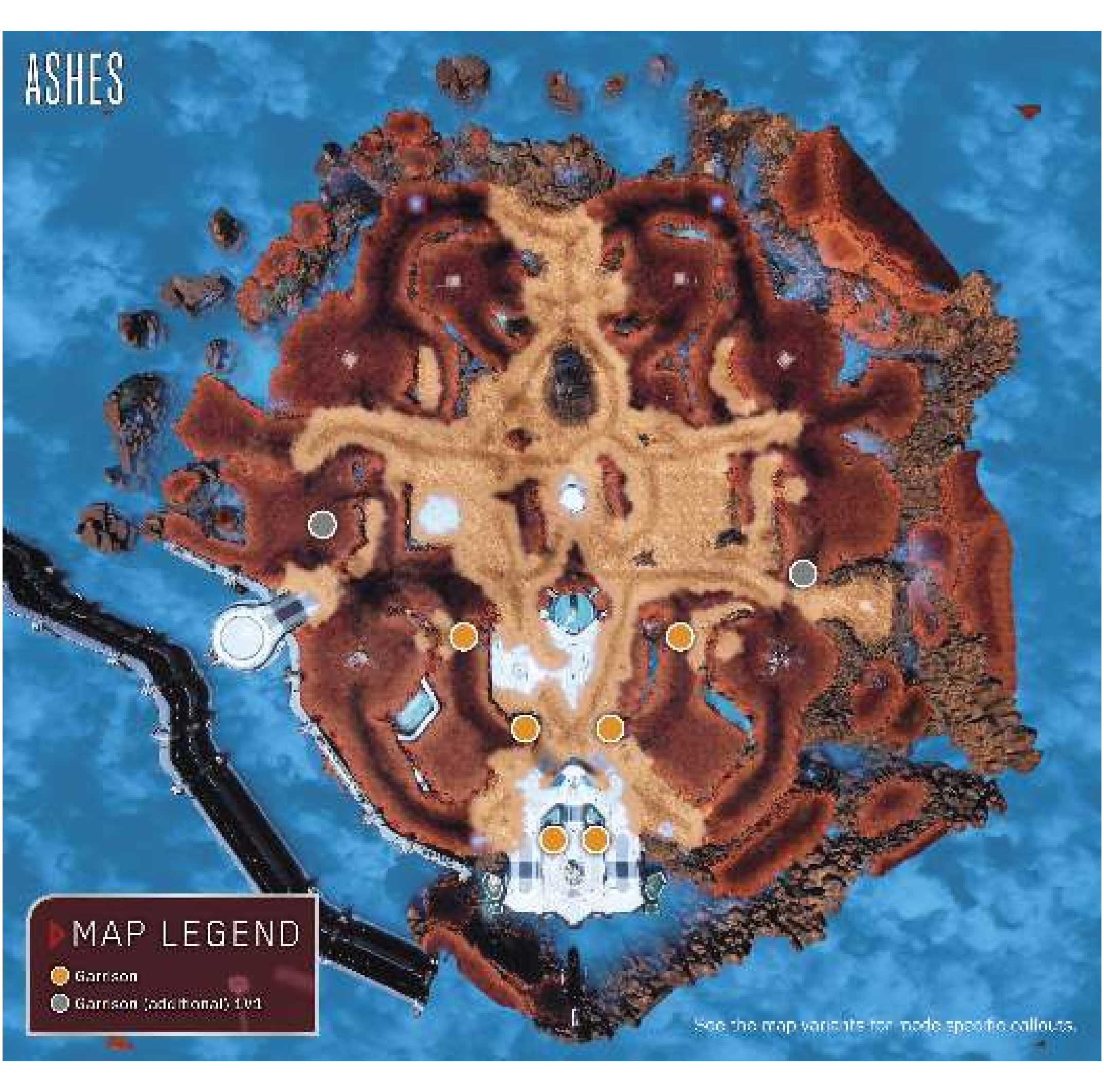


MAP LEGEND

- ▣ HQ
- ⚡ Power
- ⛊ Turret shield Watchtower
- ⛊ Stronghold base
- 🟠 Garrison
- 🟢 Two-Slot garrison
- 🔴 One-Slot Minibase
- 🟣 Two-Slot Minibase
- 🟢 Expansion base
- 🔵 Supply pickup
- 🟡 Power pickup
- Ⓣ Teleporter entrance/exit
- ▨ Light barrier
- ○ Control console
- ✚ Healing pylon
- ▬ Lightbridge

Multiplayer Atlas

Ashes


ASHES
MAP LEGEND
Garrison
Garrison (additional) 1v1
See the map variants for mode specific callouts.

This hostile environment, blood-red and battered by harsh winds, is rendered even crueler by the scorched and smoking remains of a Covenant freighter, blasted out of the sky by Forerunner defenses, to lie scattered across the amber wasteland. The impact trench created by the crash leads down into a deep crater, where the force of the collision has destroyed the top layer of the refugia, revealing the proto-Forerunner substructure underneath.

TIPS

When playing 1v1 on Ashes, make sure to watch your back. The teleporters can move units from the opposite end of the map to just behind your base in a matter of seconds.

In Domination, use the teleporter to quickly move your ground units from the bottom set of objectives to the top. This is much handier when playing 1v1, as there are only three objectives. When playing 3v3, the majority of the objectives are grouped at the bottom of the map.

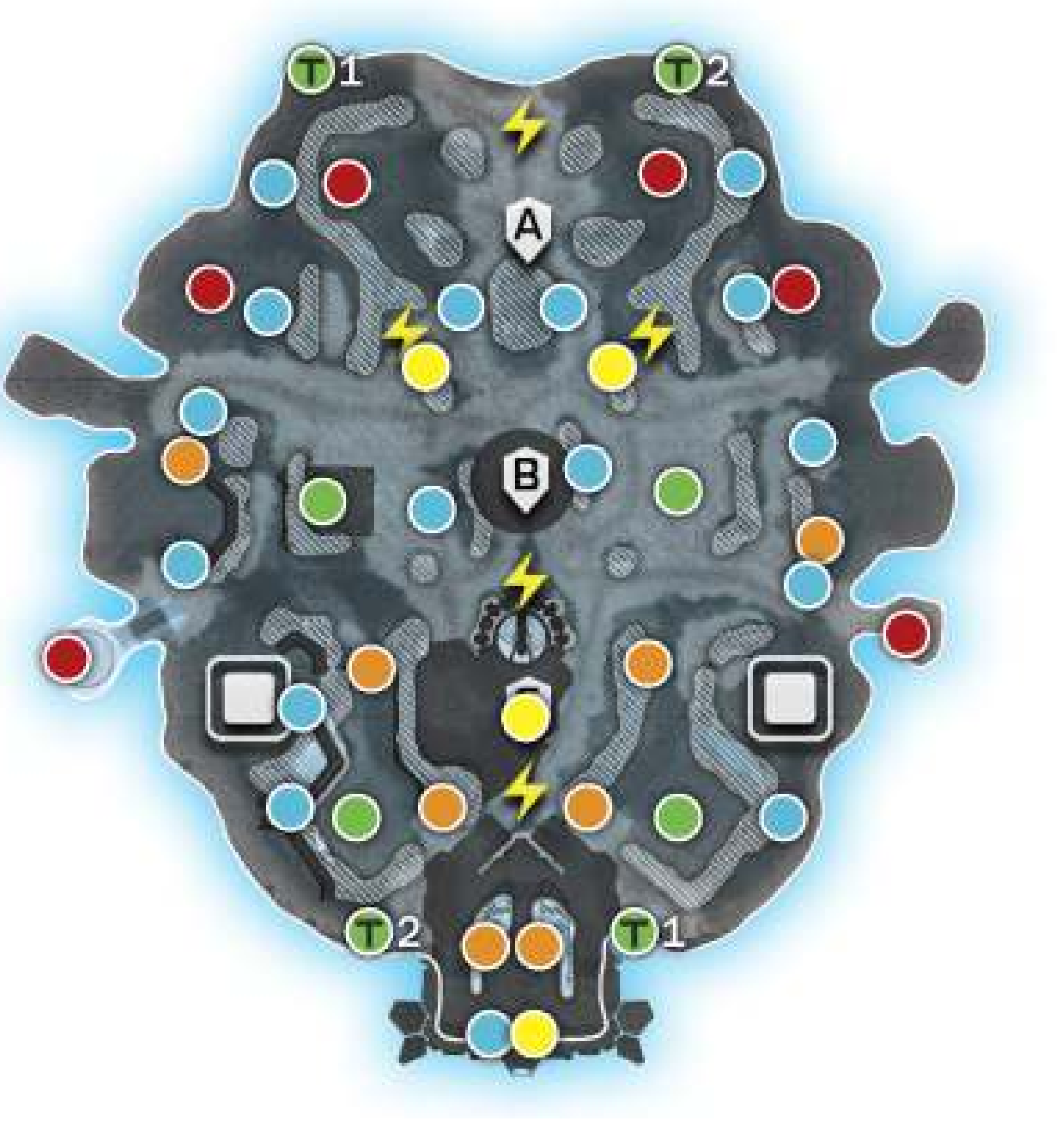
When playing 3v3 Domination, don’t worry about Control Points A or B. Focus on holding Points C, D, and E. These three Points are located in close proximity to one another and give you the majority share of the total available Control Points.

When playing Deathmatch, don’t forget about air units. The enemy may place the bulk of their defensive units facing toward the teleporters, which leaves them open to a quick attack from the air, straight over the geological barriers.

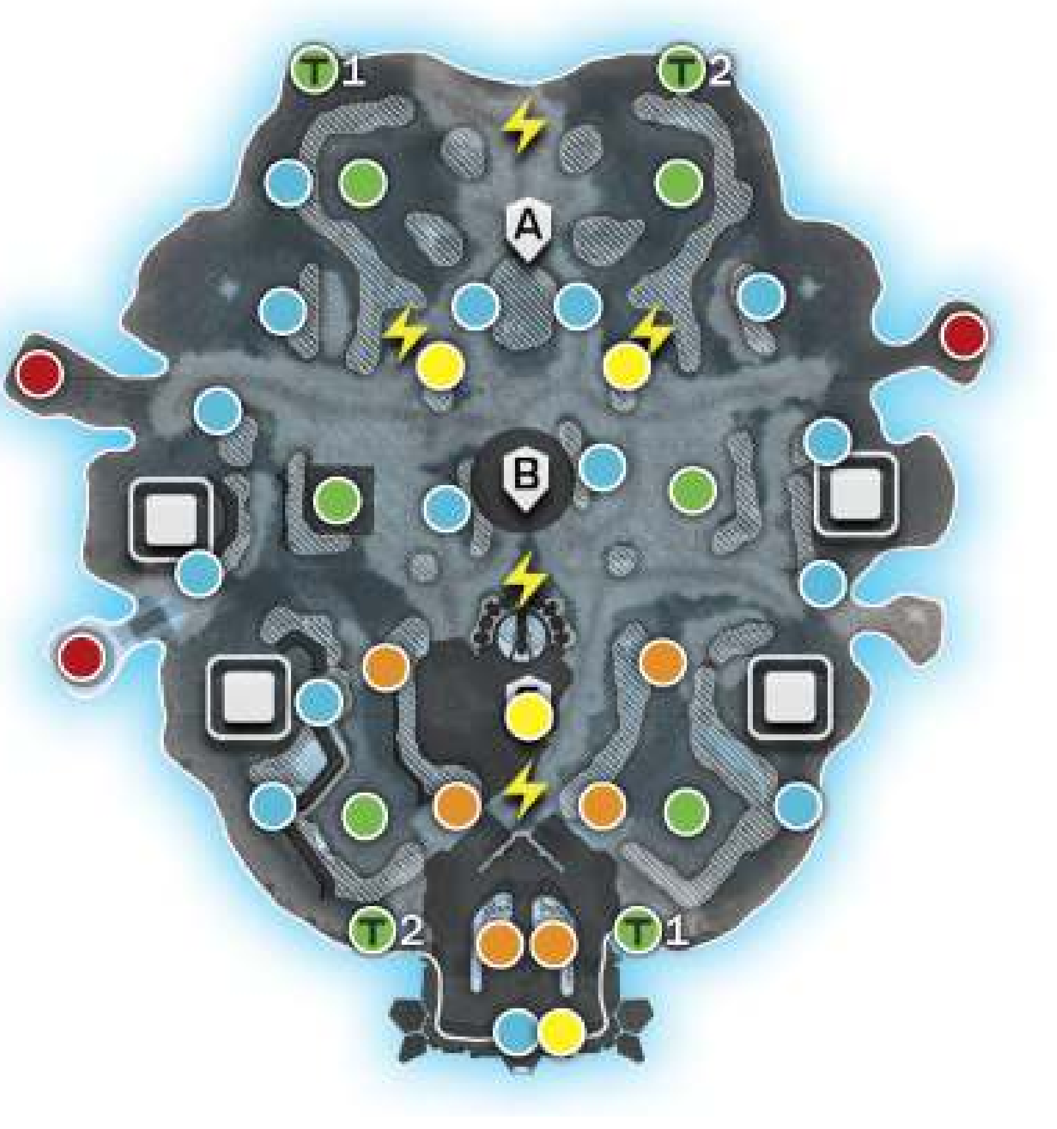
ASHES MAP VARIANTS

▸ Domination

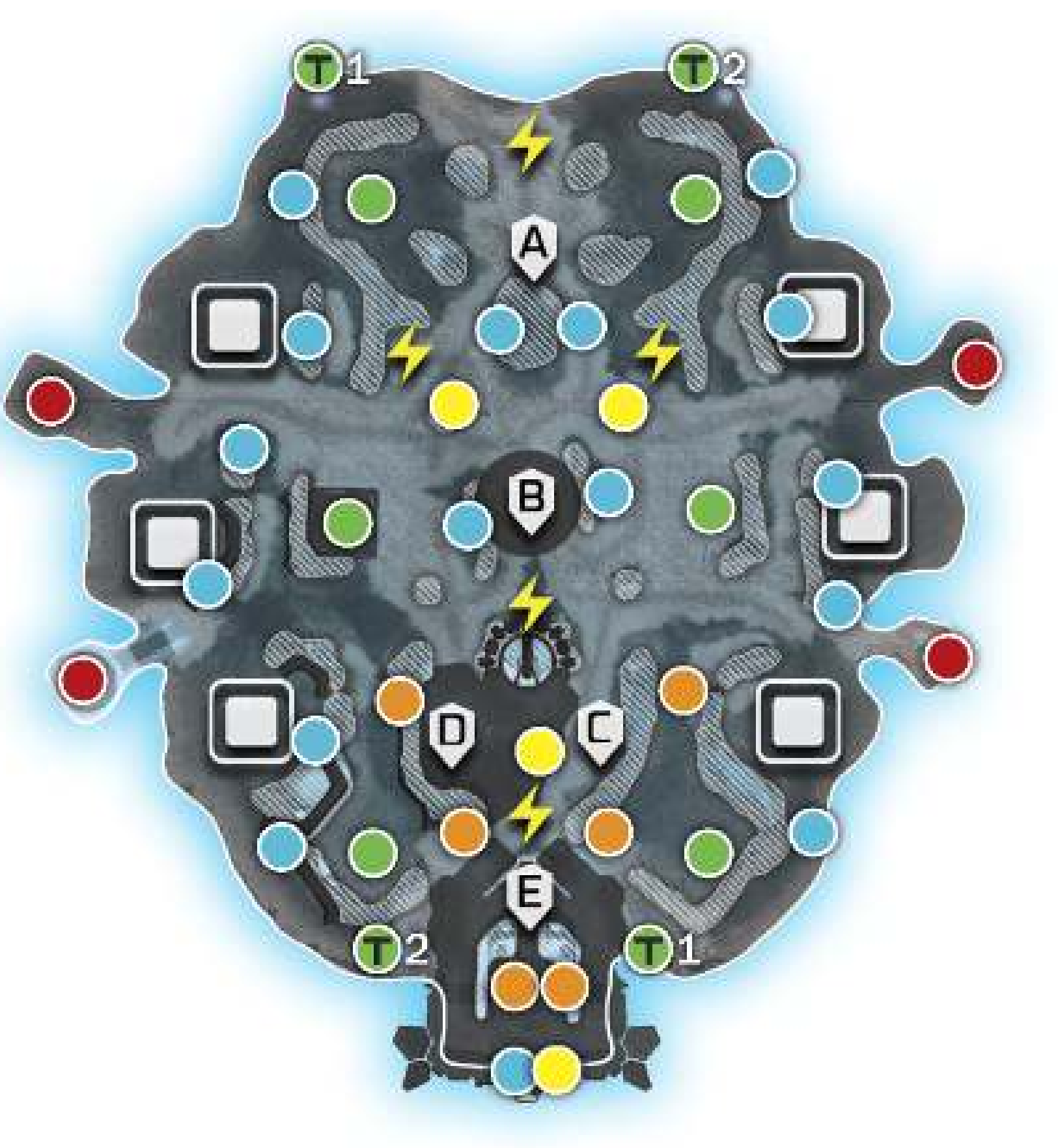
1V1



2V2

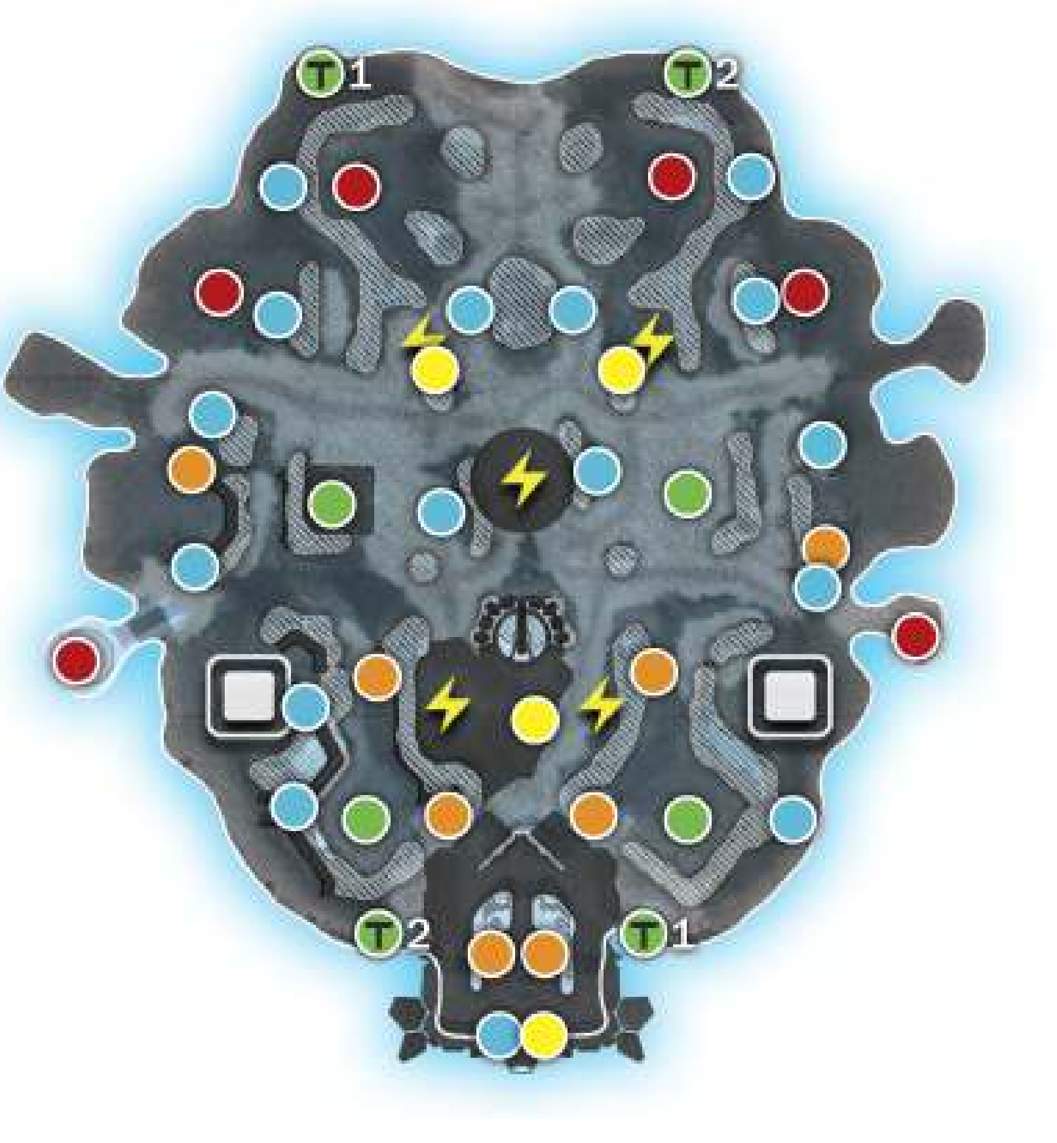


3V3

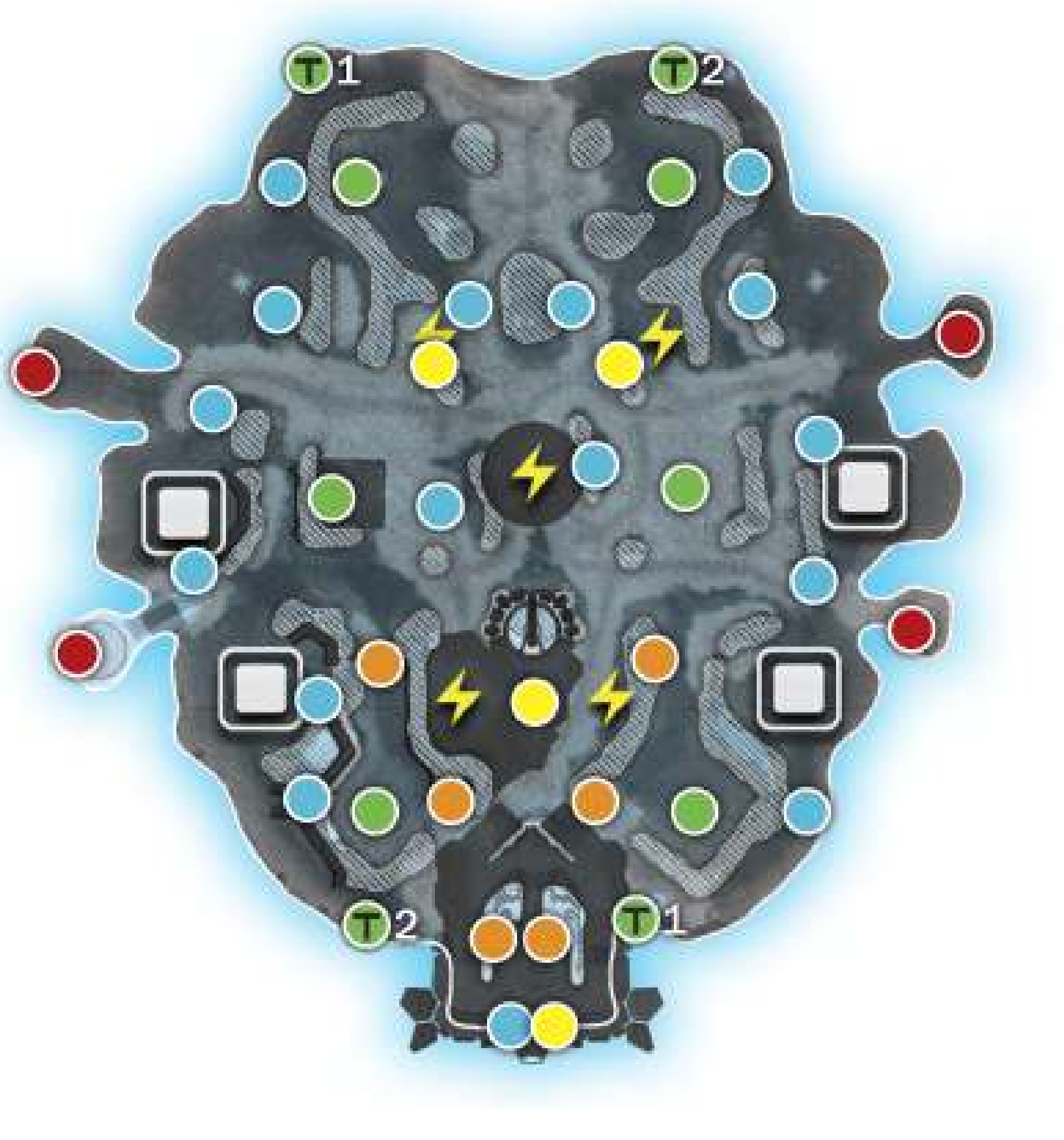


▸ Deathmatch

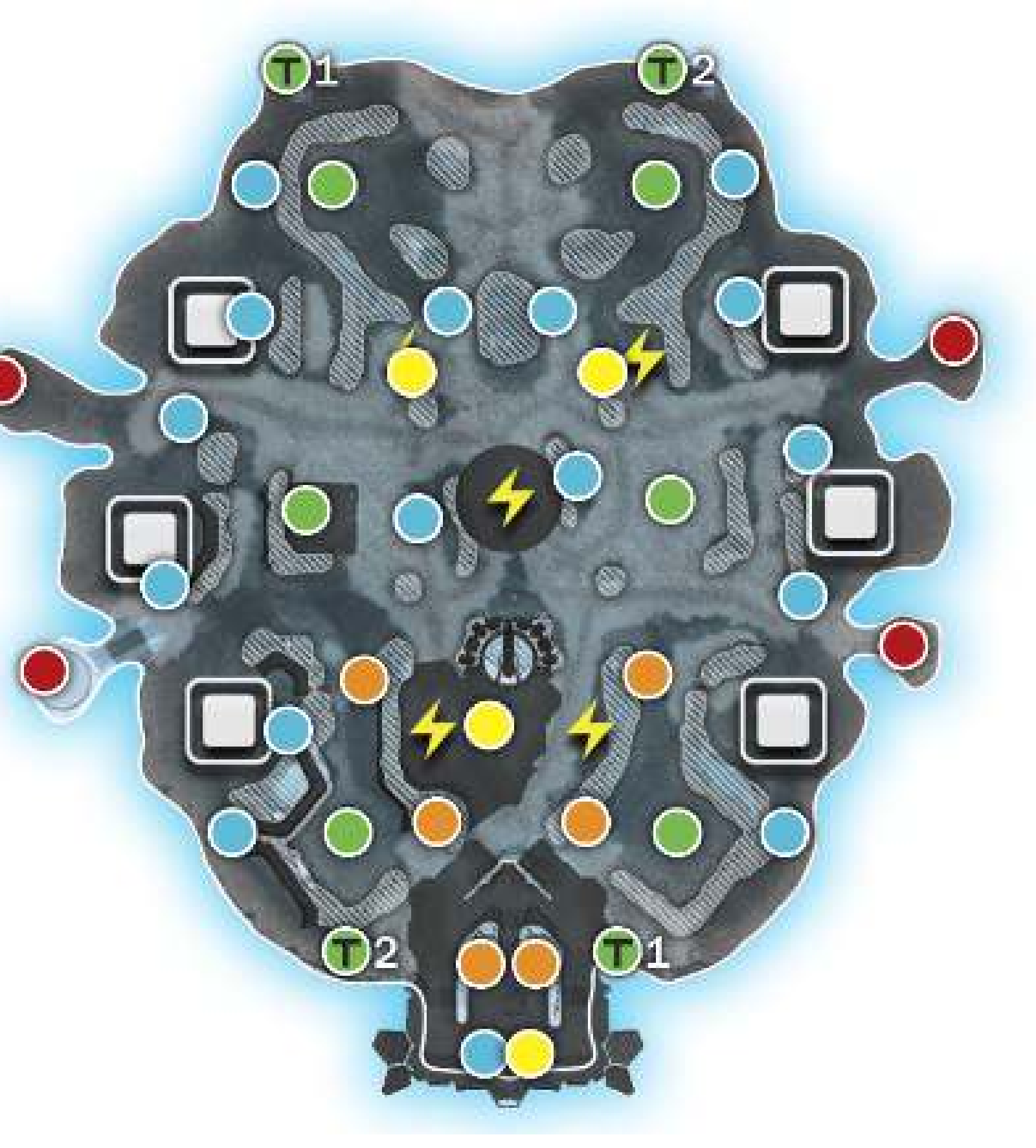
1V1



2V2

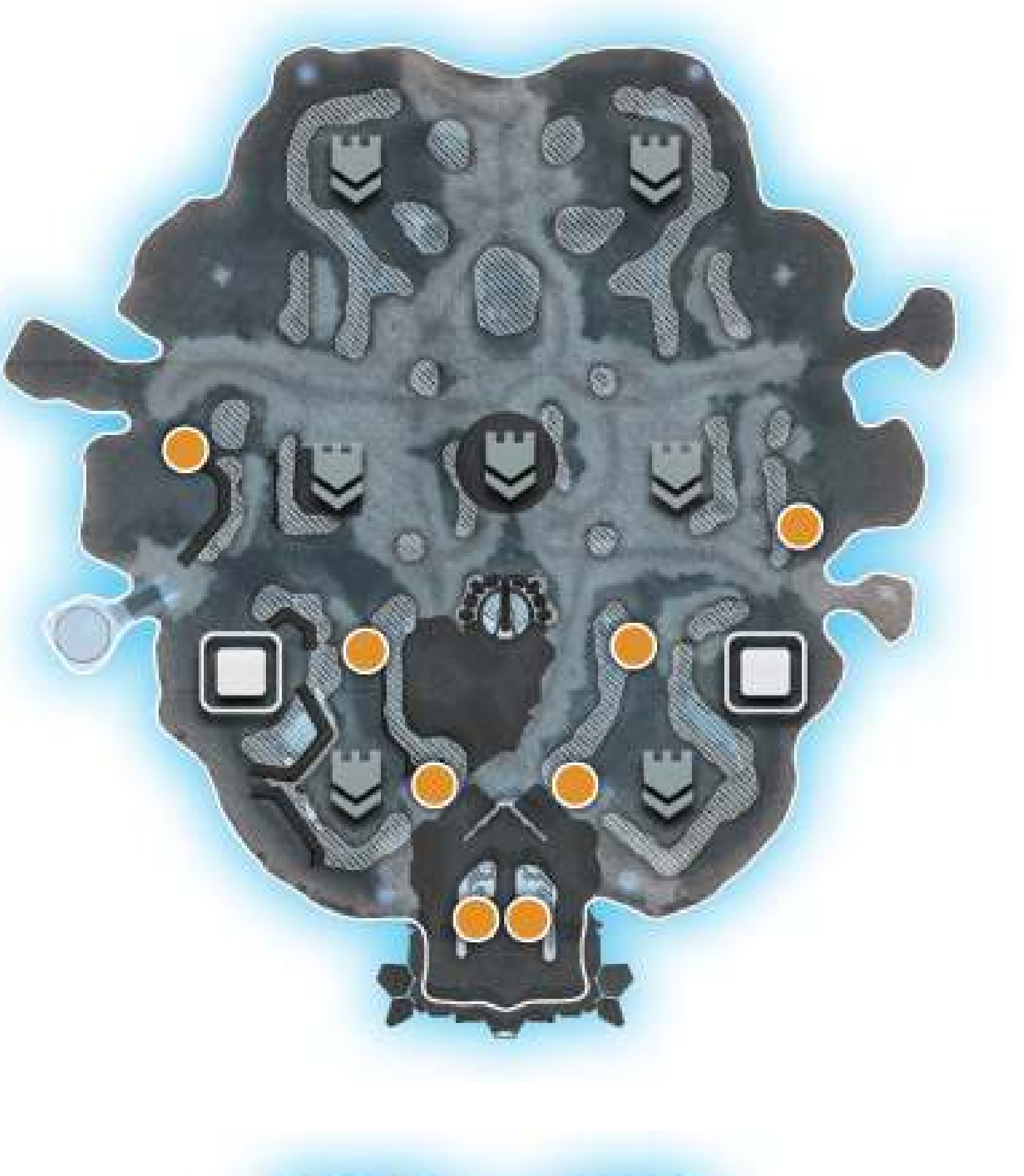


3V3

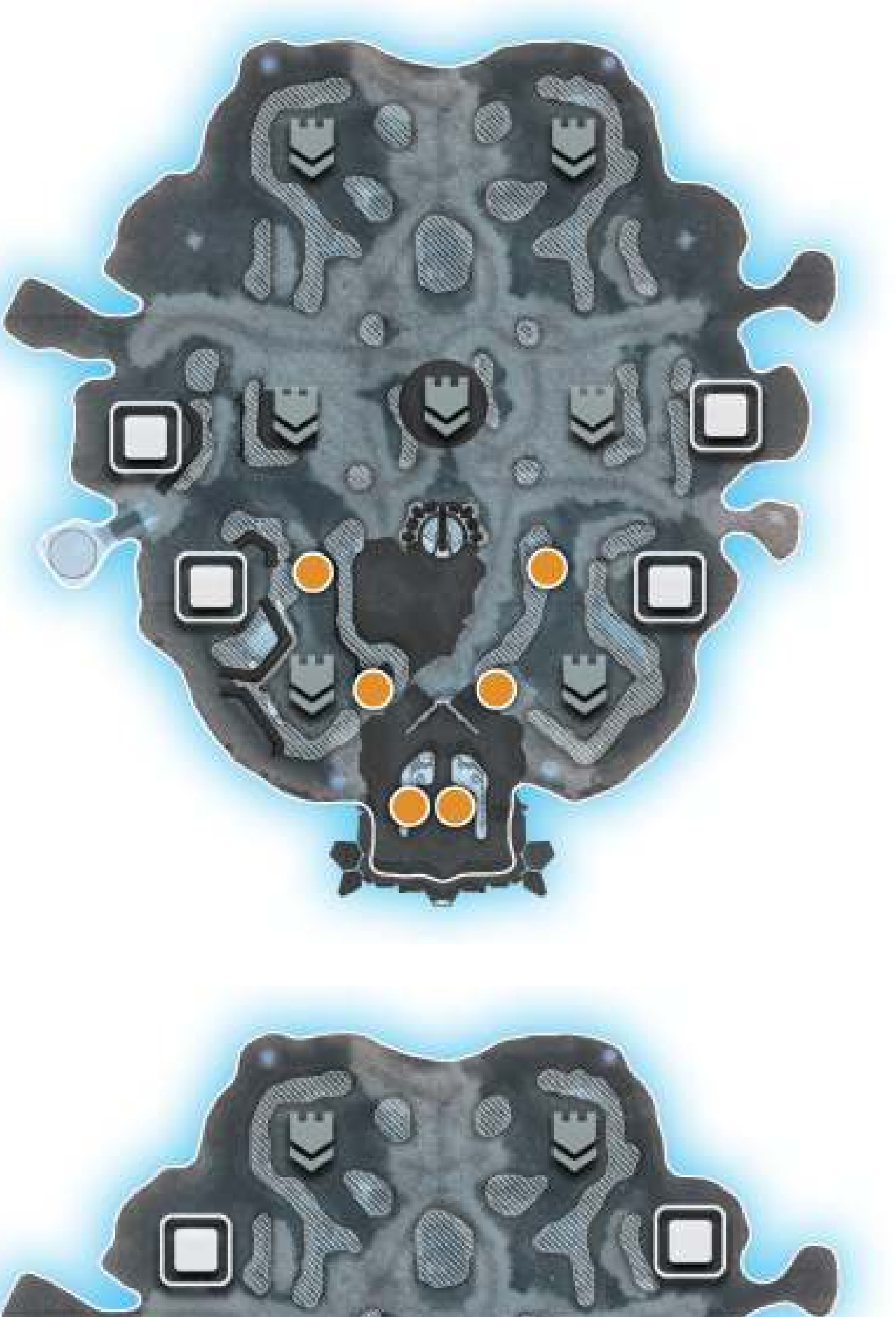


▸ Strongholds

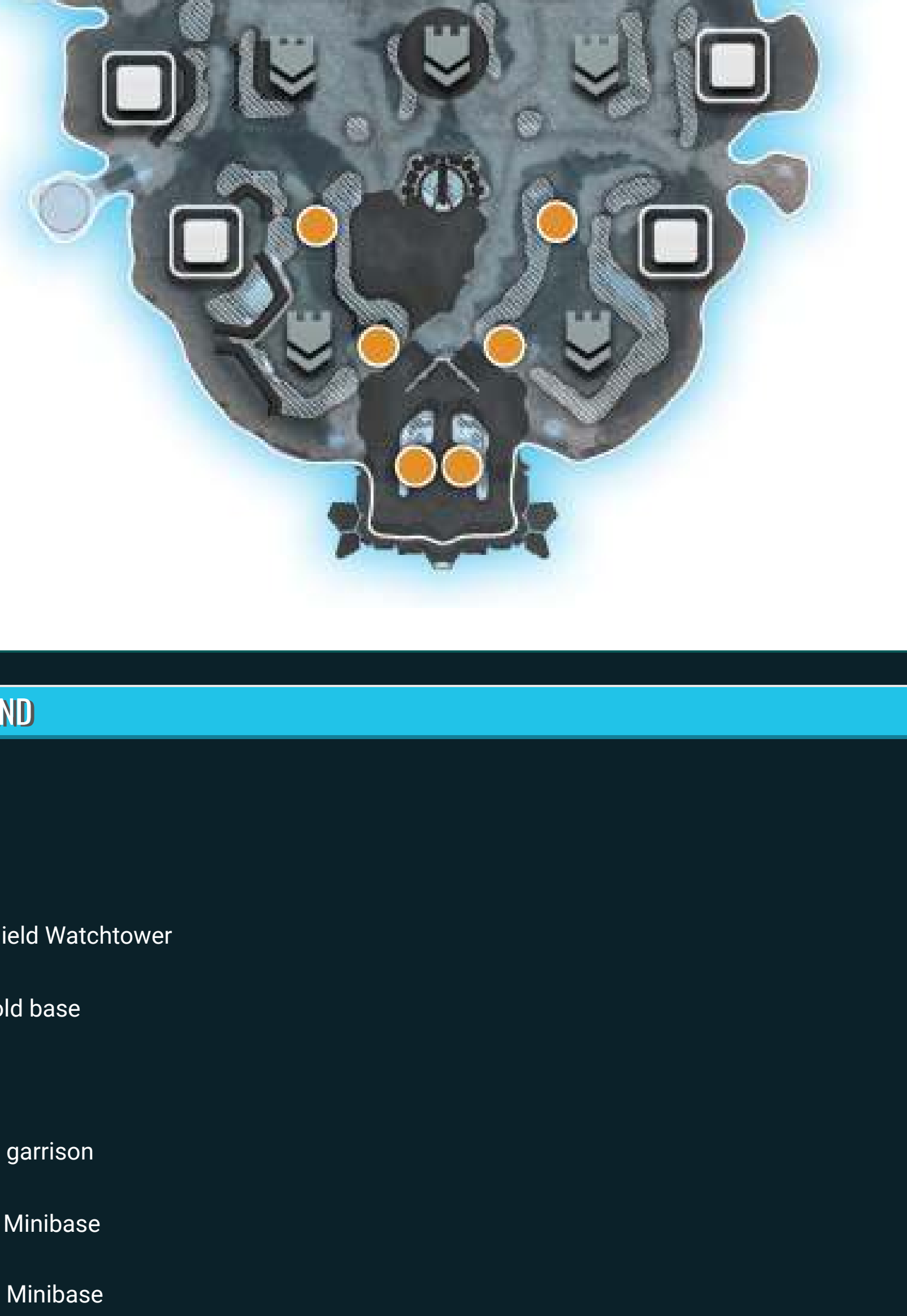
1V1



2V2



3V3

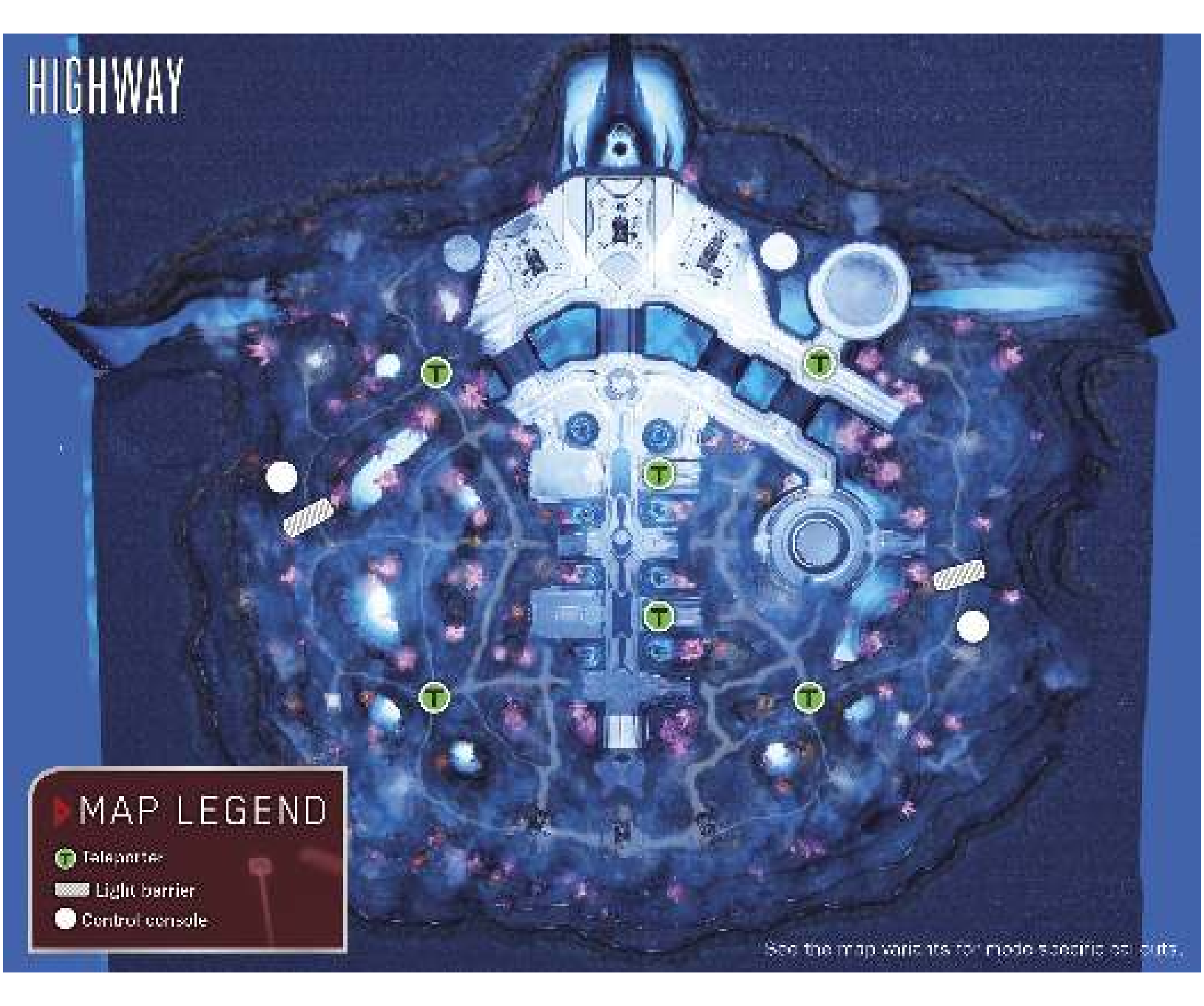


▼ MAP LEGEND

- ▣ HQ
- ⚡ Power
- ⛉ Turret shield Watchtower
- ⛉ Stronghold base
- ● Garrison
- ● Two-Slot garrison
- ● One-Slot Minibase
- ● Two-Slot Minibase
- ● Expansion base
- ● Supply pickup
- ● Power pickup
- Ⓣ Teleporter entrance/exit
- ▨ Light barrier
- ○ Control console
- ✚ Healing pylon
- ▬ Lightbridge

Multiplayer Atlas

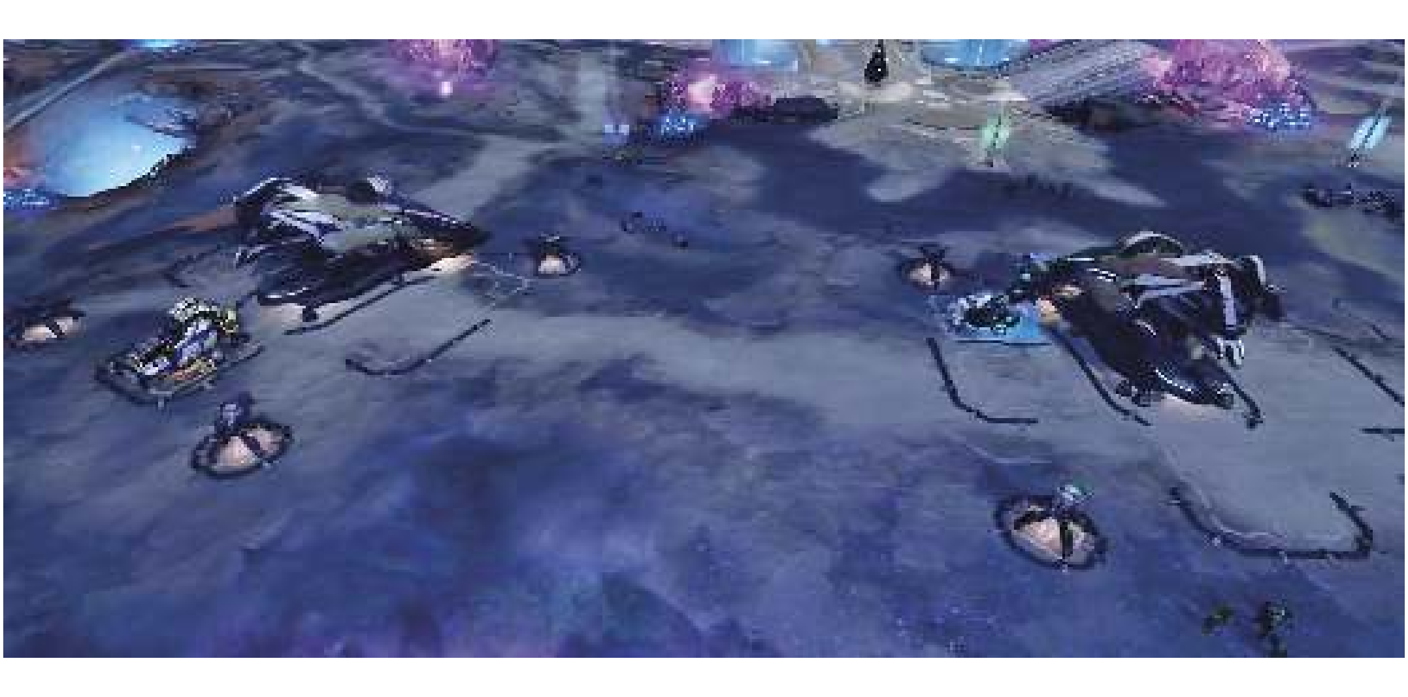
Highway



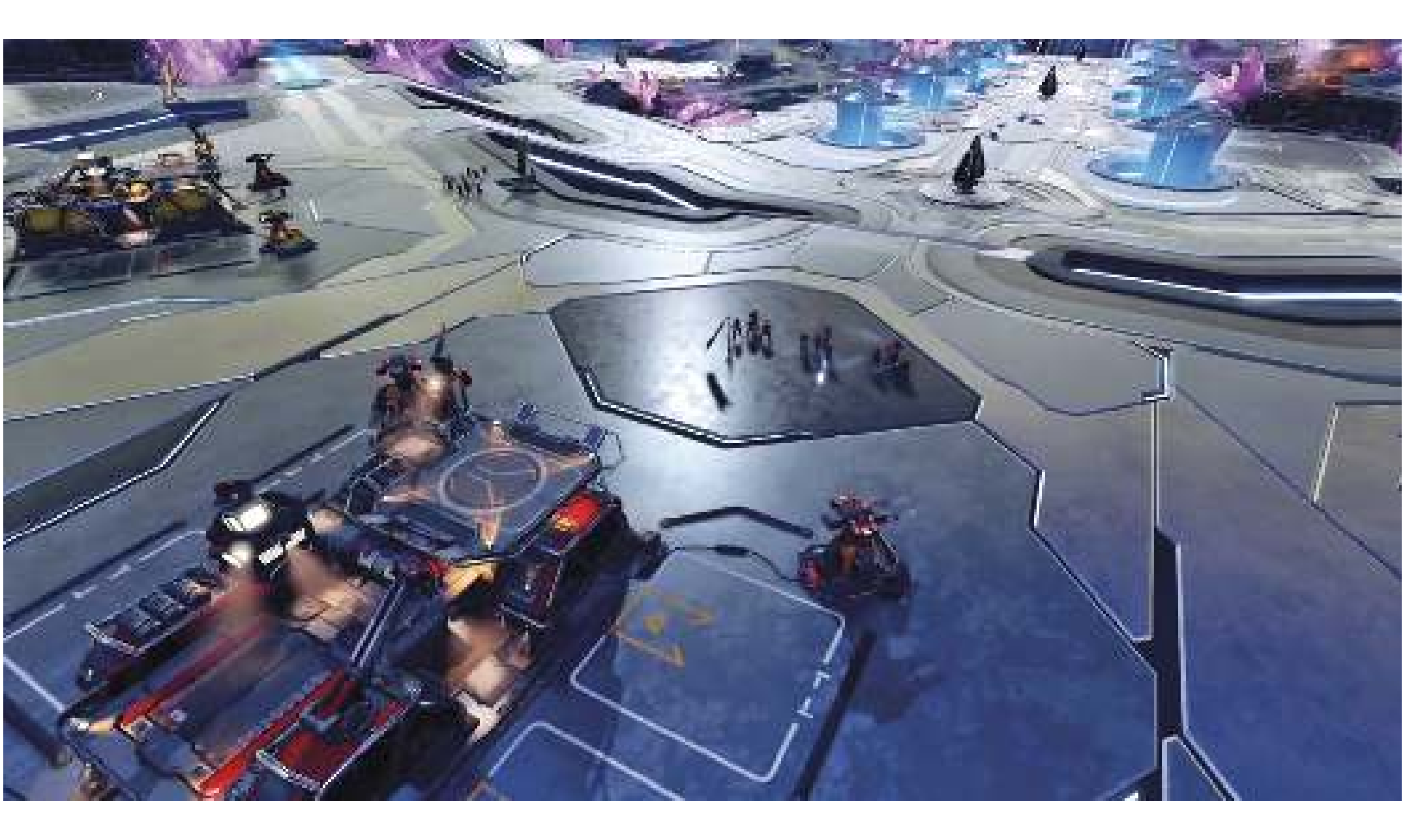
A remote transport route bisects the crystalline wilderness.

TIPS

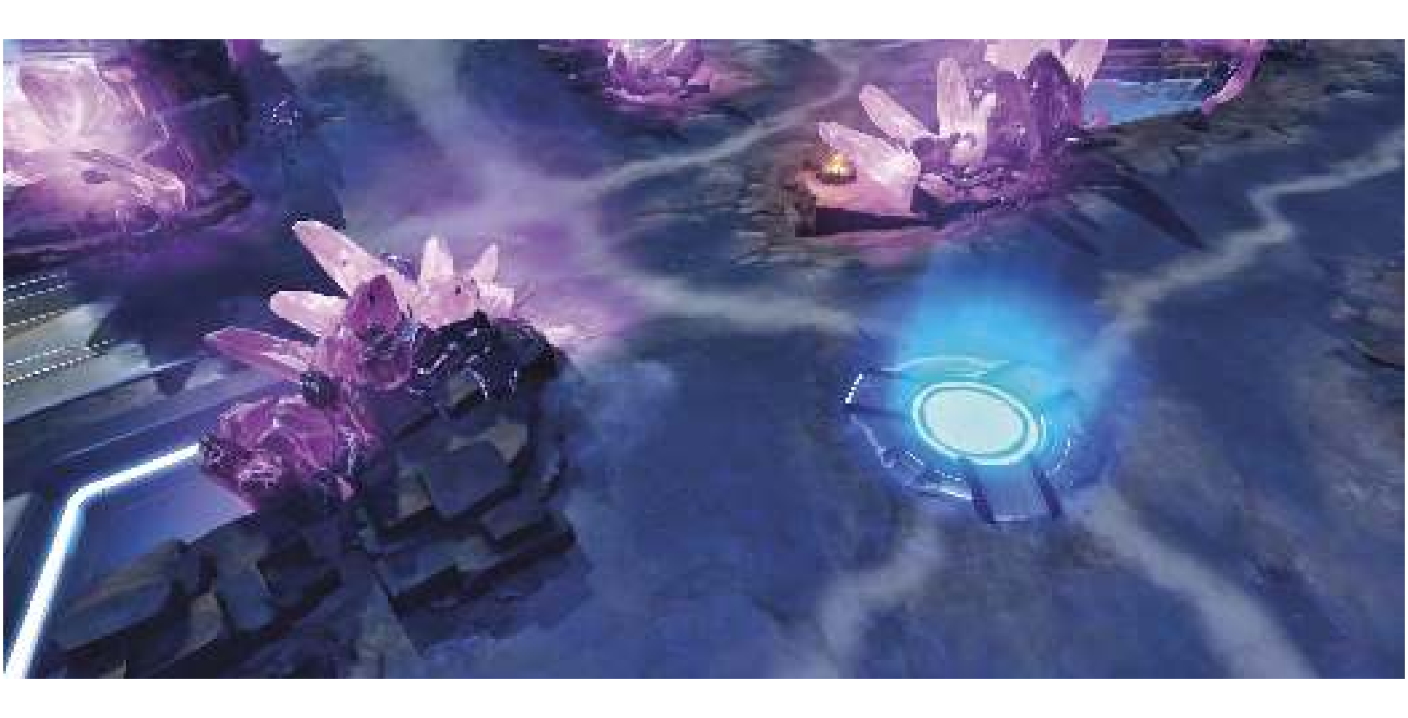
Both starting areas are fairly small, meaning that teammates begin a match with their bases very close together (especially in 3v3 games). This can increase scouting efficiency during the early stages of a match. If your team plans to rush, send newly produced troops to a somewhat remote rally point. An early push is more likely to succeed if you keep your assault force away from enemy scouts.



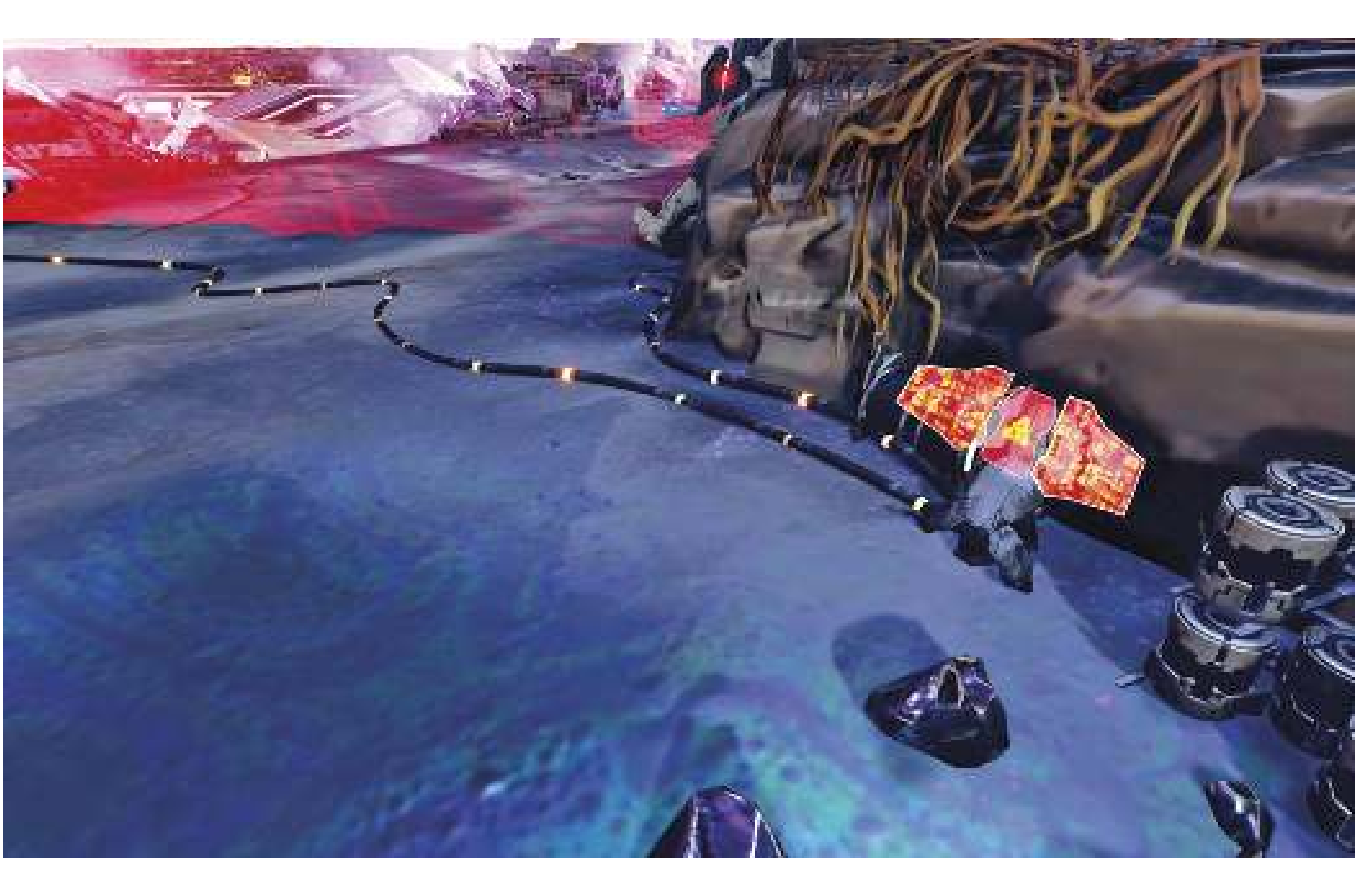
The Highway map includes plenty of obstacles (and a somewhat asymmetrical design), but the transport route that cuts through the center of the map serves as a straight path from one team's starting area to the other. Whether you're playing Domination, Deathmatch, or Strongholds, this path contains strategically important locations—and you always find one just outside your starting area. Make sure your team claims this Control Point, Resource Node, or Stronghold site as quickly as possible.



The teleport pads featured on this map can be very useful—particularly the pads that flank each team's starting point. You aren't likely to sneak through with a large assault force, but you can send one or two fast-moving (or long-range) units to scout or harass an opponent. Of course, the opposition can use the same tactic against you—it's not usually worth guarding teleport pads, but it's well worth monitoring them.



This map also features two light barriers. They appear in all modes, but they're particularly important in games of Deathmatch. One barrier is located along the west edge of the map; the other is located to the east. Each light barrier connects to a control console, which is used to switch the barrier on and off. These obstacles provide a little extra security for nearby base structures. They don't keep an invading army out of your territory, but they do serve to limit the places from which hostile ground forces can approach.

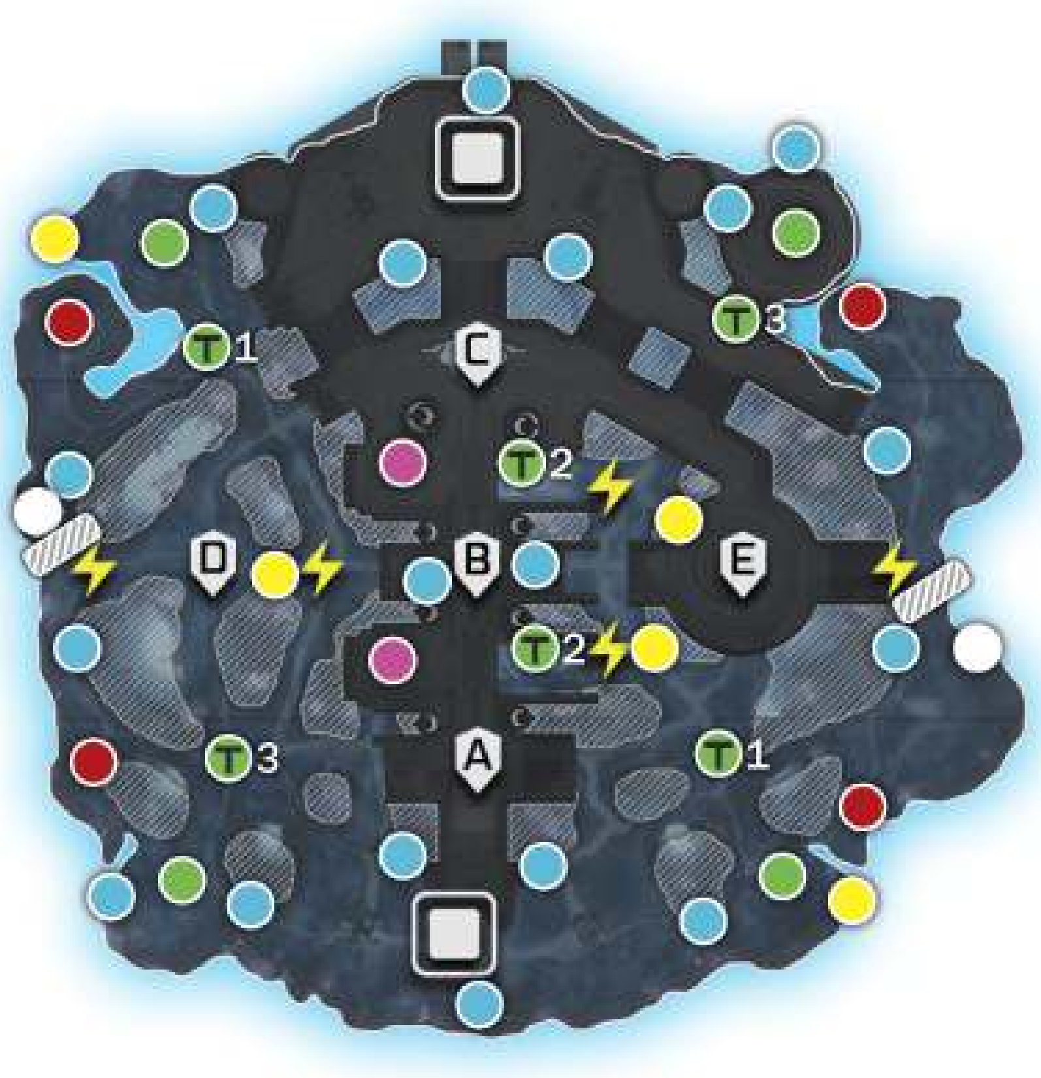


To the west, the control console is located north of the light barrier, and the nearest building site accommodates a One-Slot Minibase. Over to the east, the control console is located south of the barrier. Depending on the designated team size, the closest building site is for an expansion base (3v3) or a minibase (1v1, 2v2). In either case, if you build on one of these sites, you'd do well to maintain control of the light barrier.

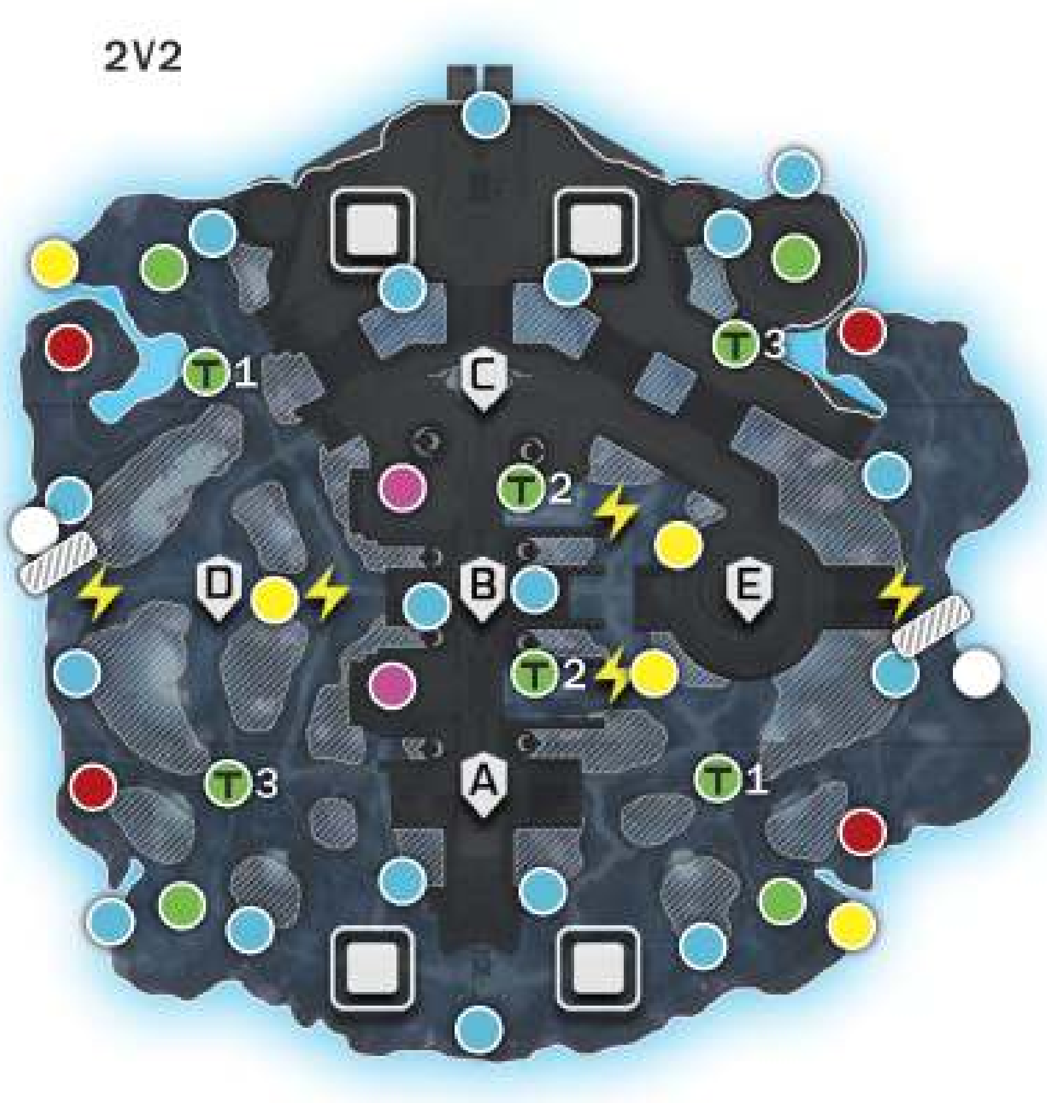
HIGHWAY MAP VARIANTS

▸ Domination

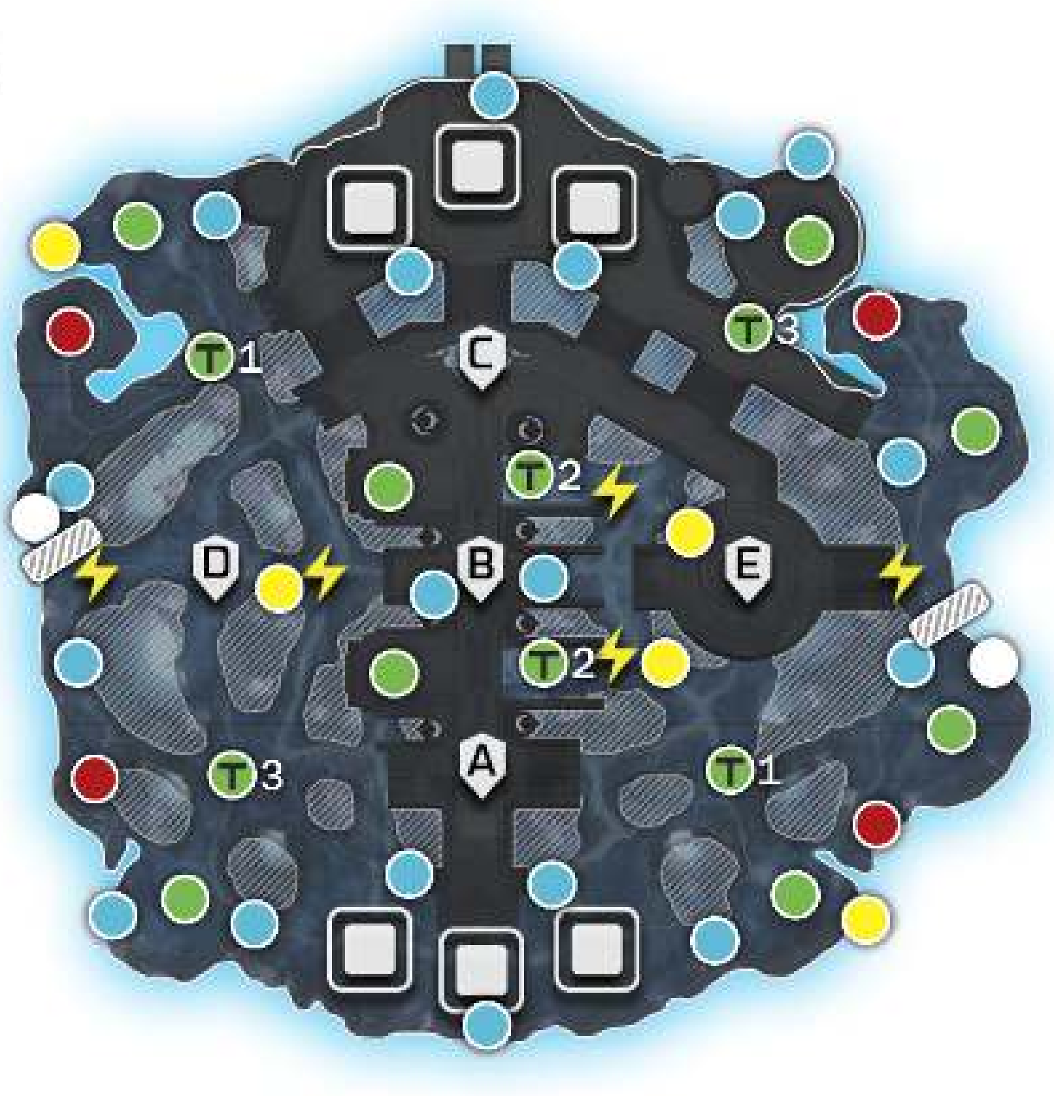
1V1



2V2

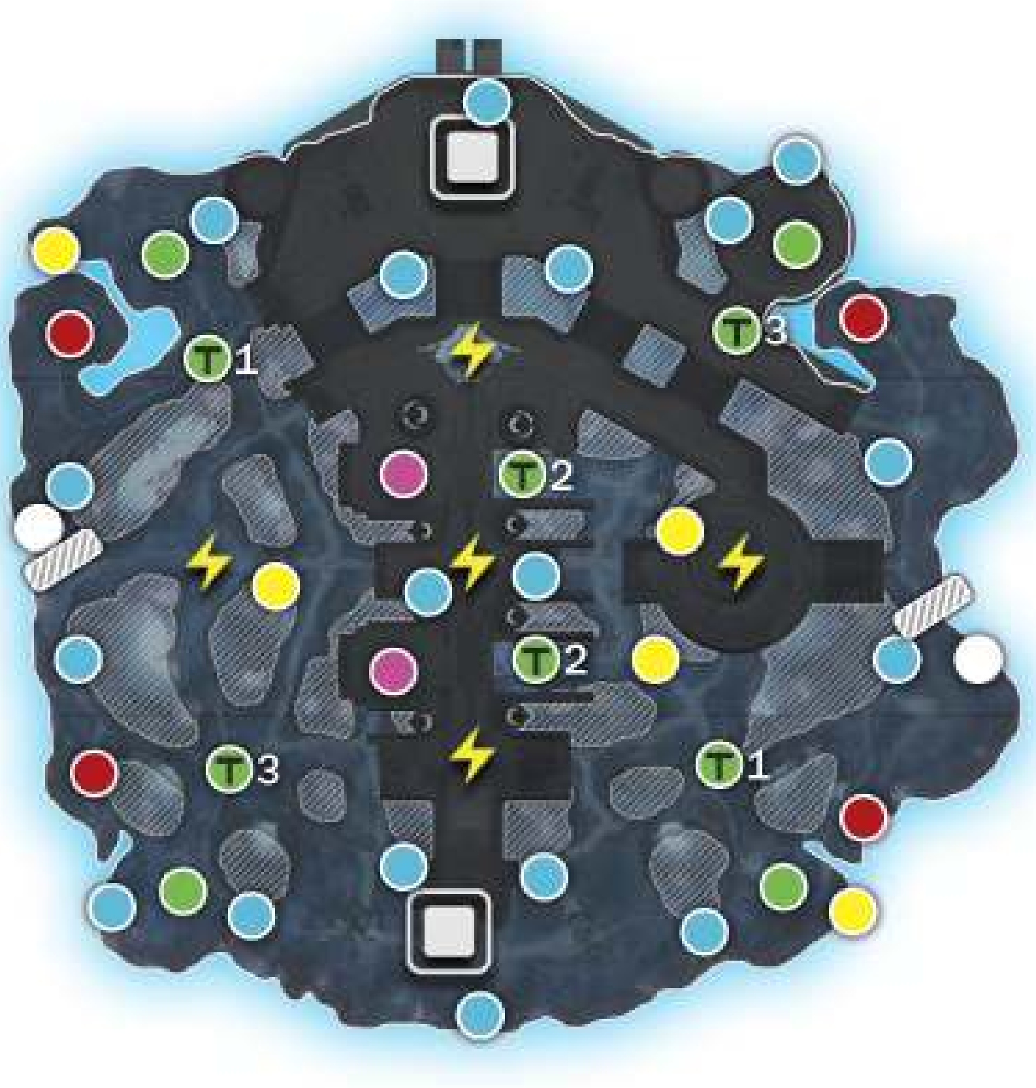


3V3

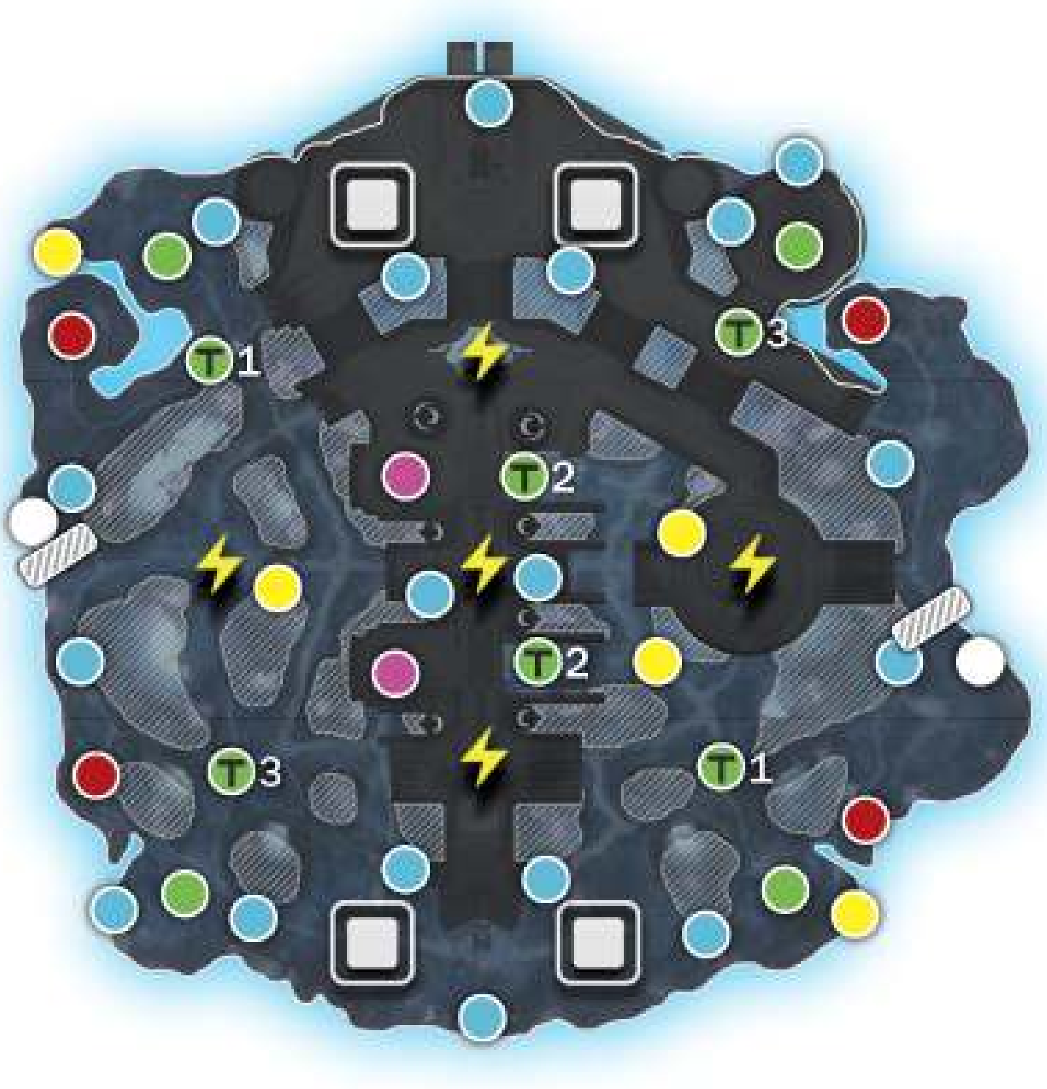


▸ Deathmatch

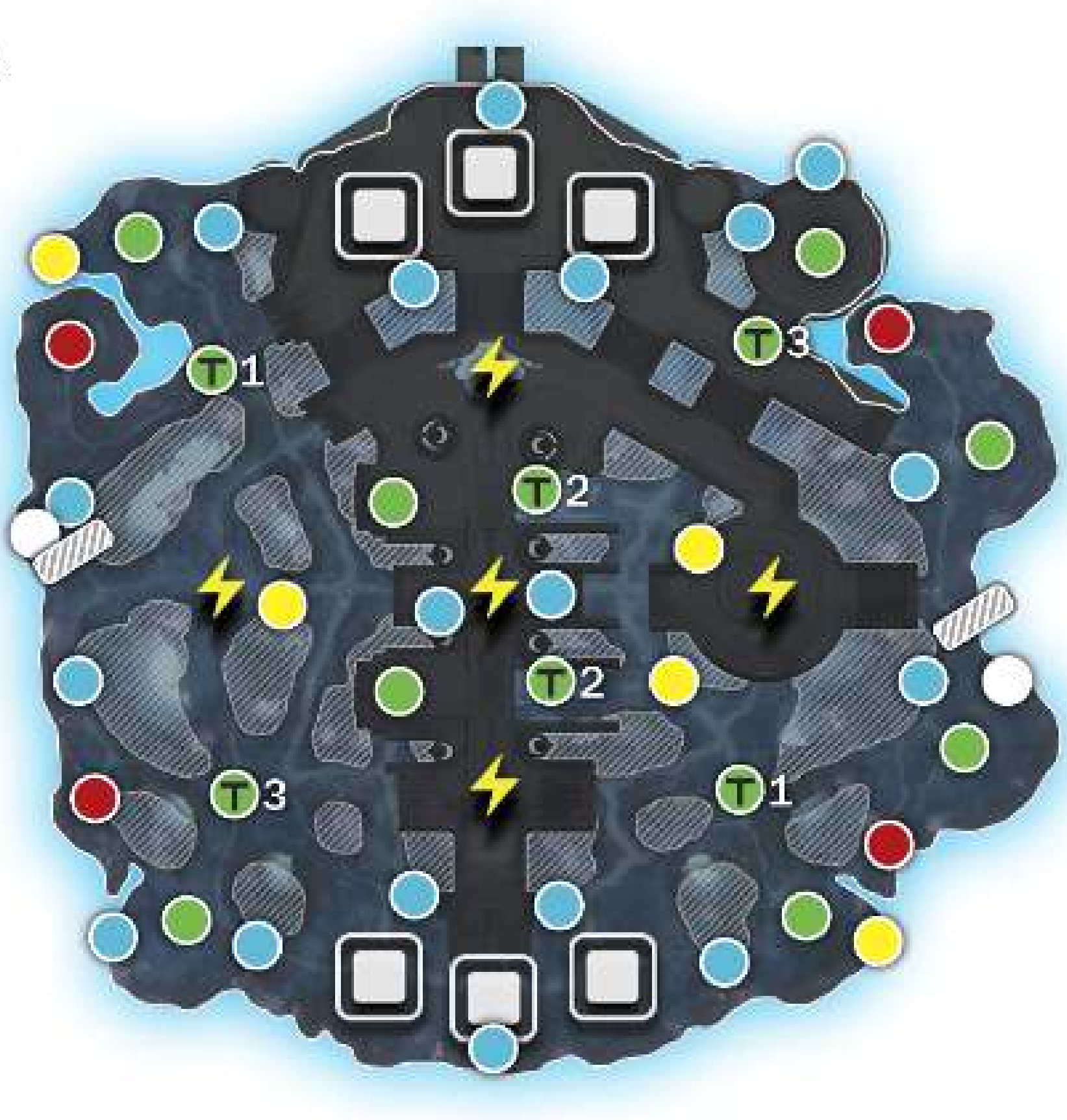
1V1



2V2

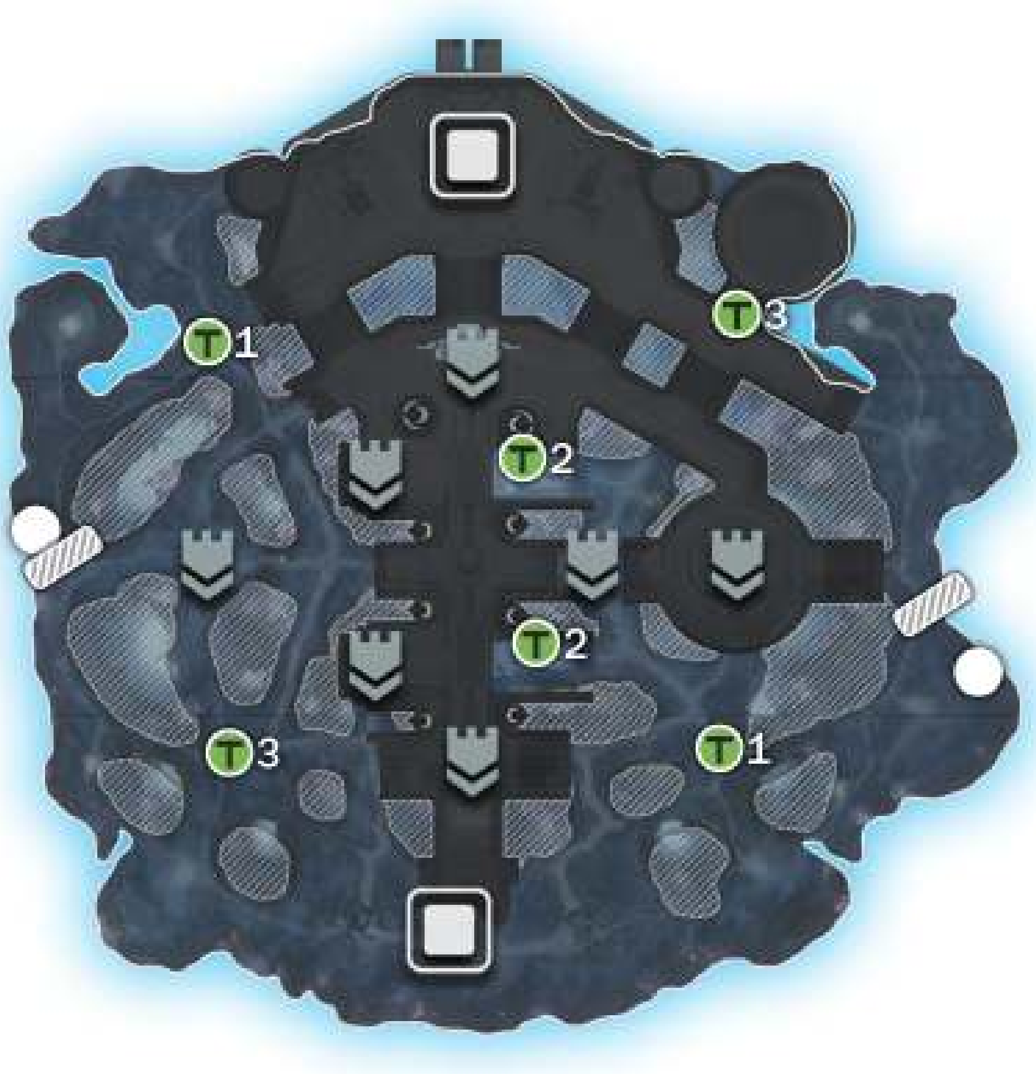


3V3

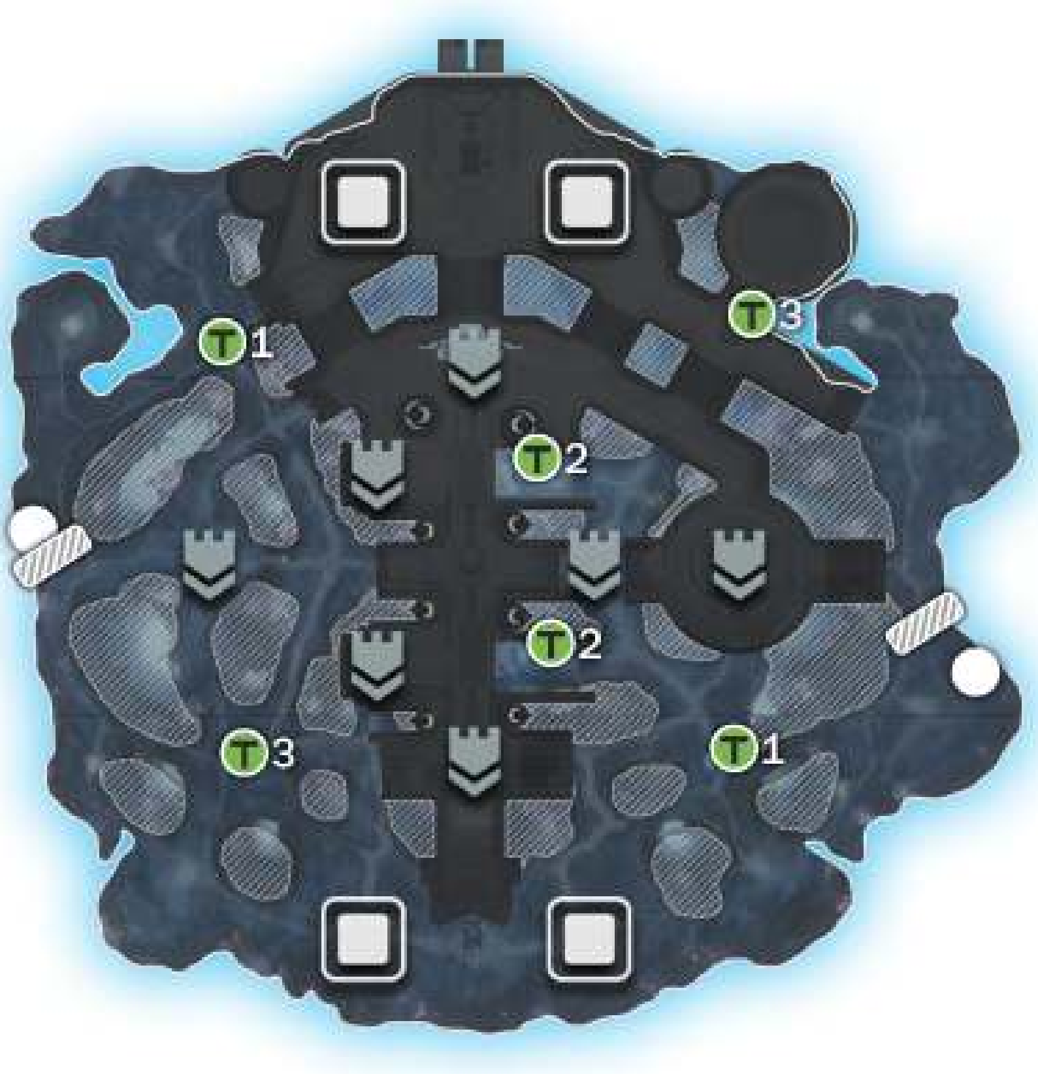


▸ Strongholds

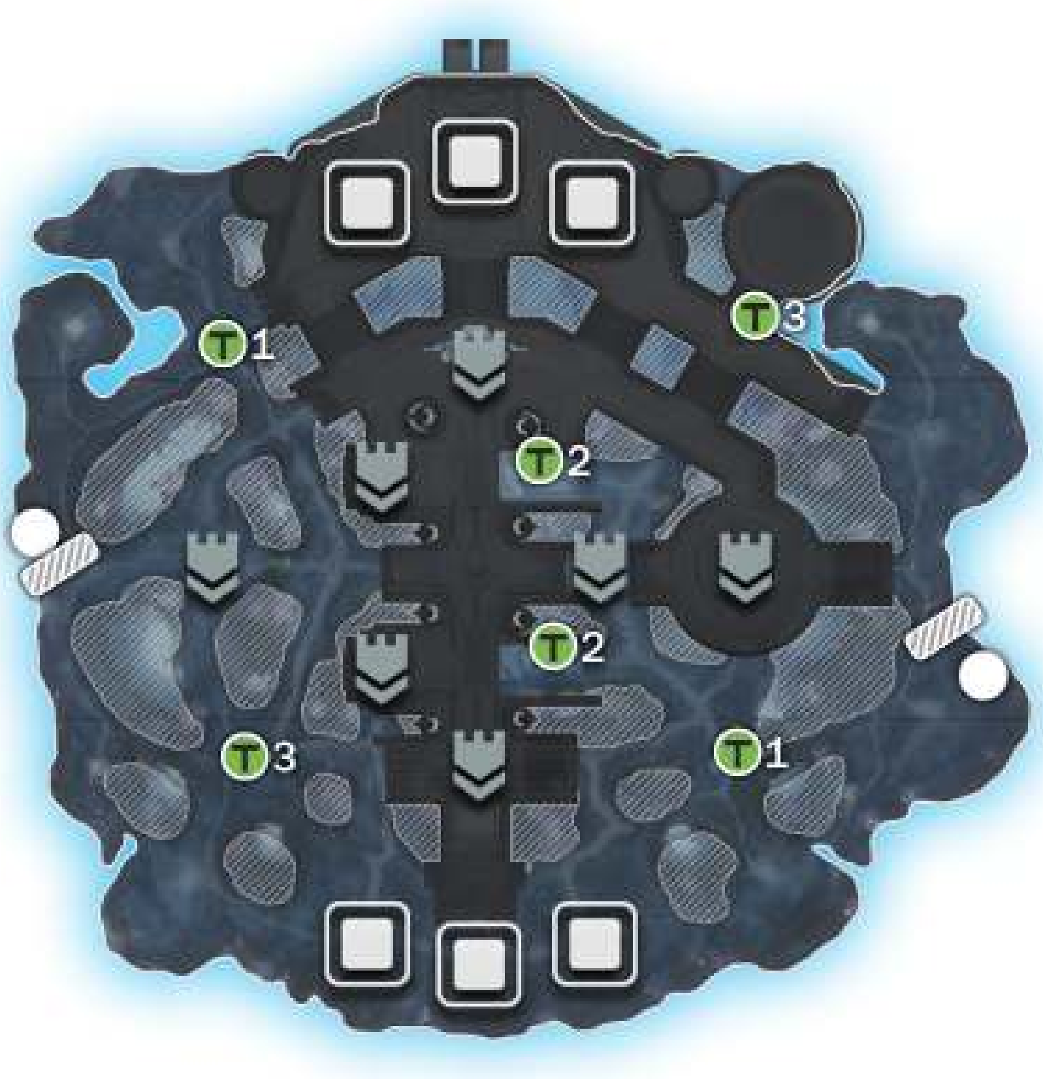
1V1



2V2



3V3

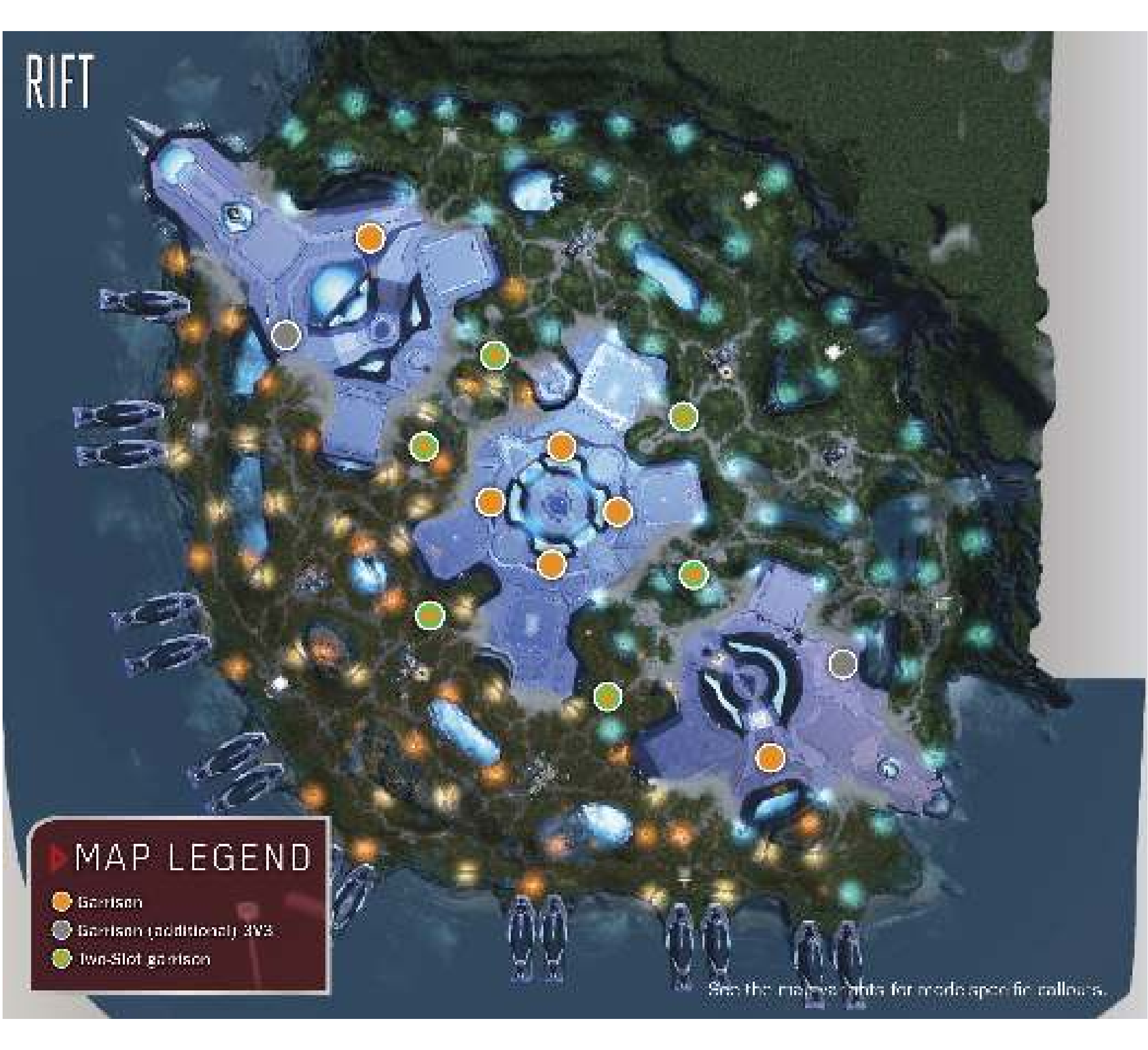


▼ MAP LEGEND

- ▣ HQ
- ⚡ Power
- ⛊ Turret shield Watchtower
- ⛊ Stronghold base
- ● Garrison
- ● Two-Slot garrison
- ● One-Slot Minibase
- ● Two-Slot Minibase
- ● Expansion base
- ● Supply pickup
- ● Power pickup
- Ⓣ Teleporter entrance/exit
- ▨ Light barrier
- ○ Control console
- ✚ Healing pylon
- ▬ Lightbridge

Multiplayer Atlas

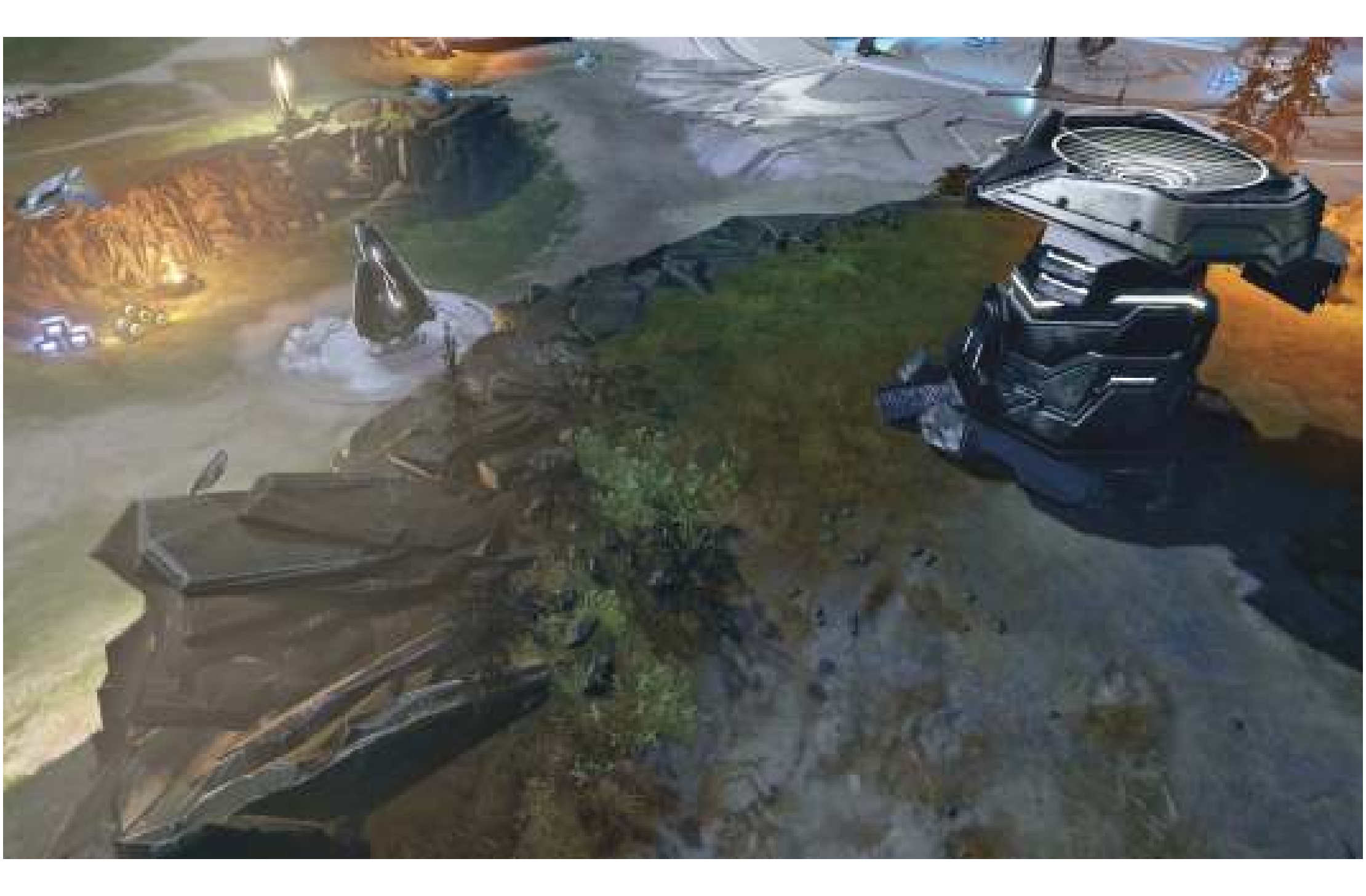
Rift


RIFT
MAP LEGEND
Garrison
Garrison (additional) 3V3
Two-Slot garrison
See the map variants for mode specific callouts.

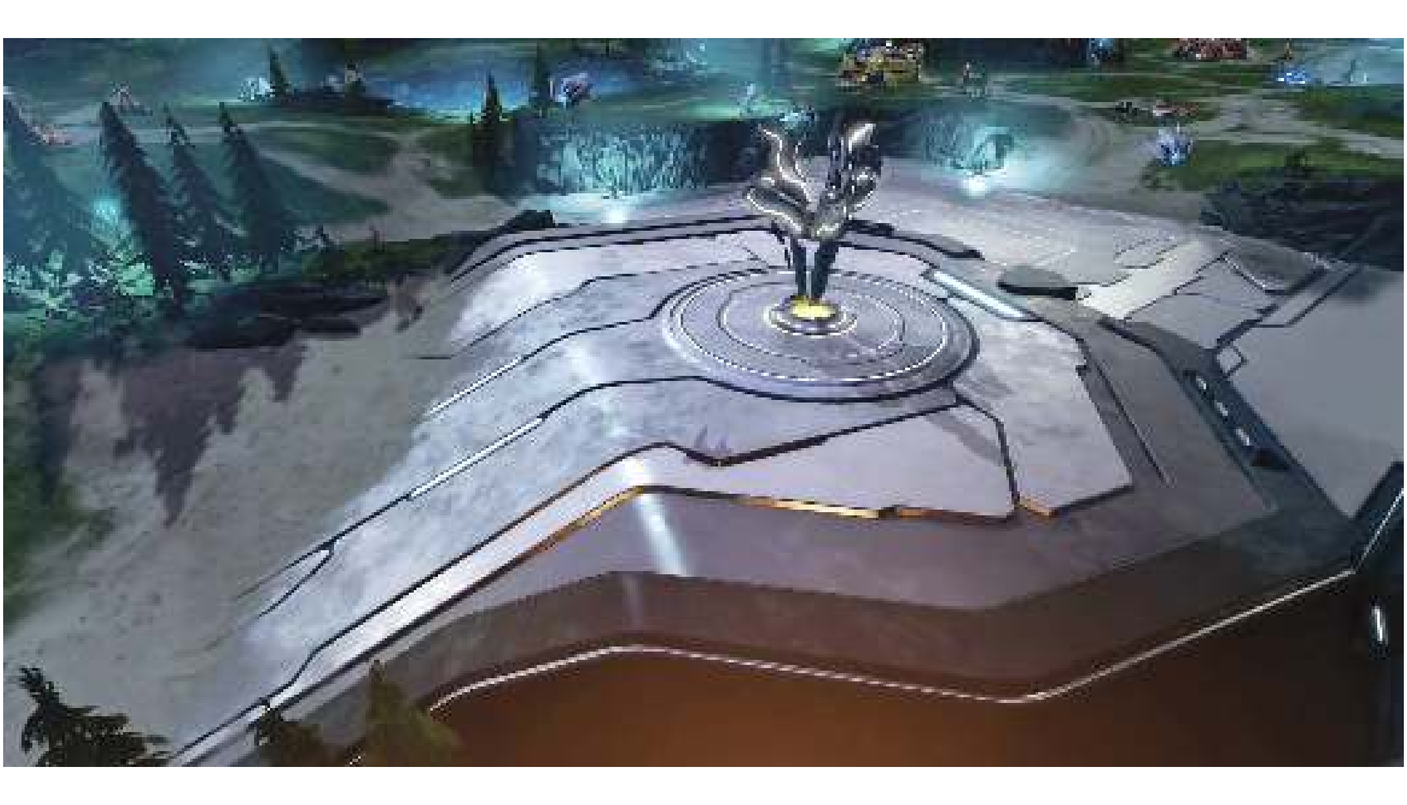
The battles fought at this Forerunner array will echo through history.

TIPS

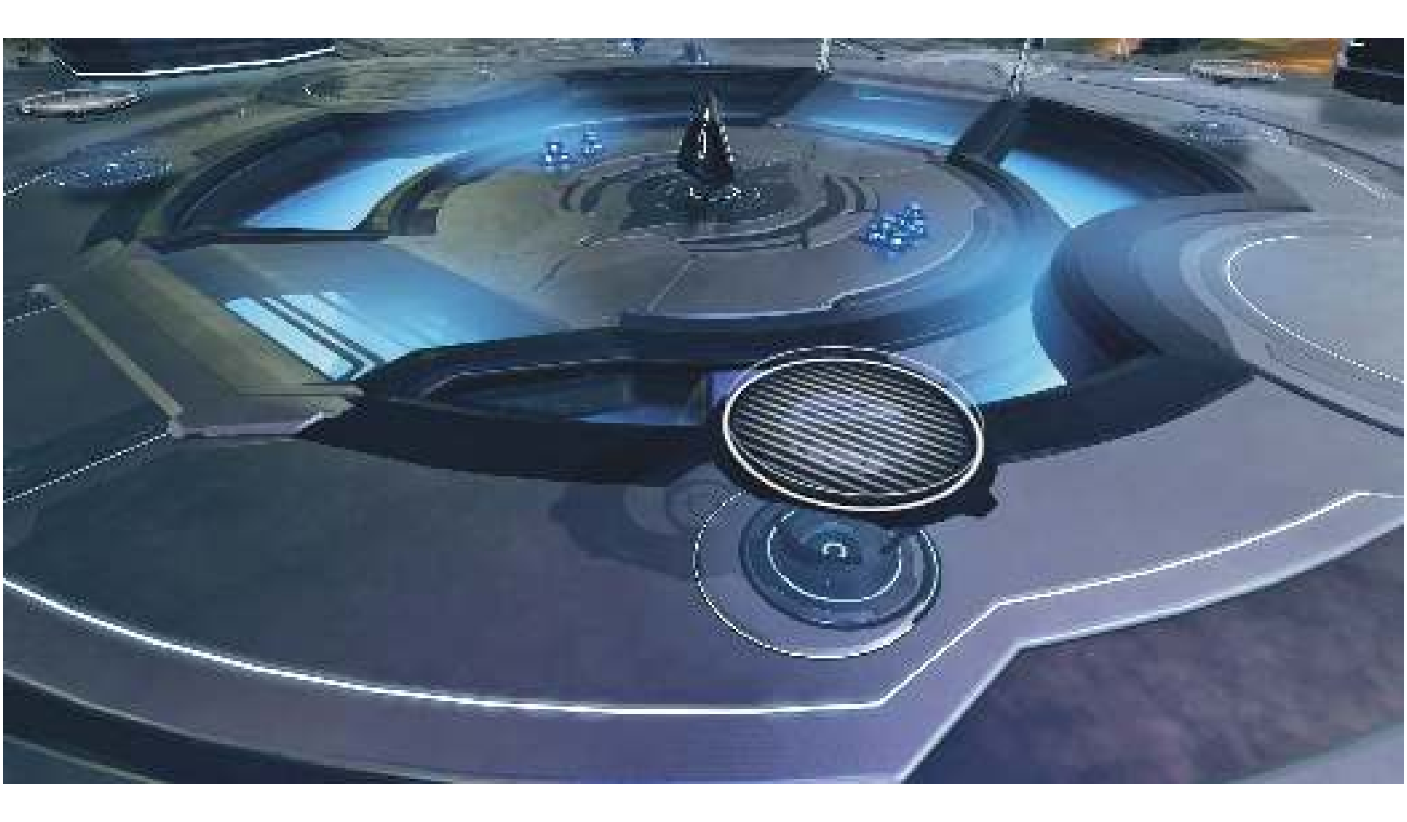
This map features a large number of cliffs, ledges, platforms, and garrison structures. Utilizing (and overcoming) terrain advantages and disadvantages goes a long way toward ensuring your victory. Many of the map's strategically important areas are located near cliffs or platforms—a few well-placed artillery units can make it difficult for either side to hold key locations.



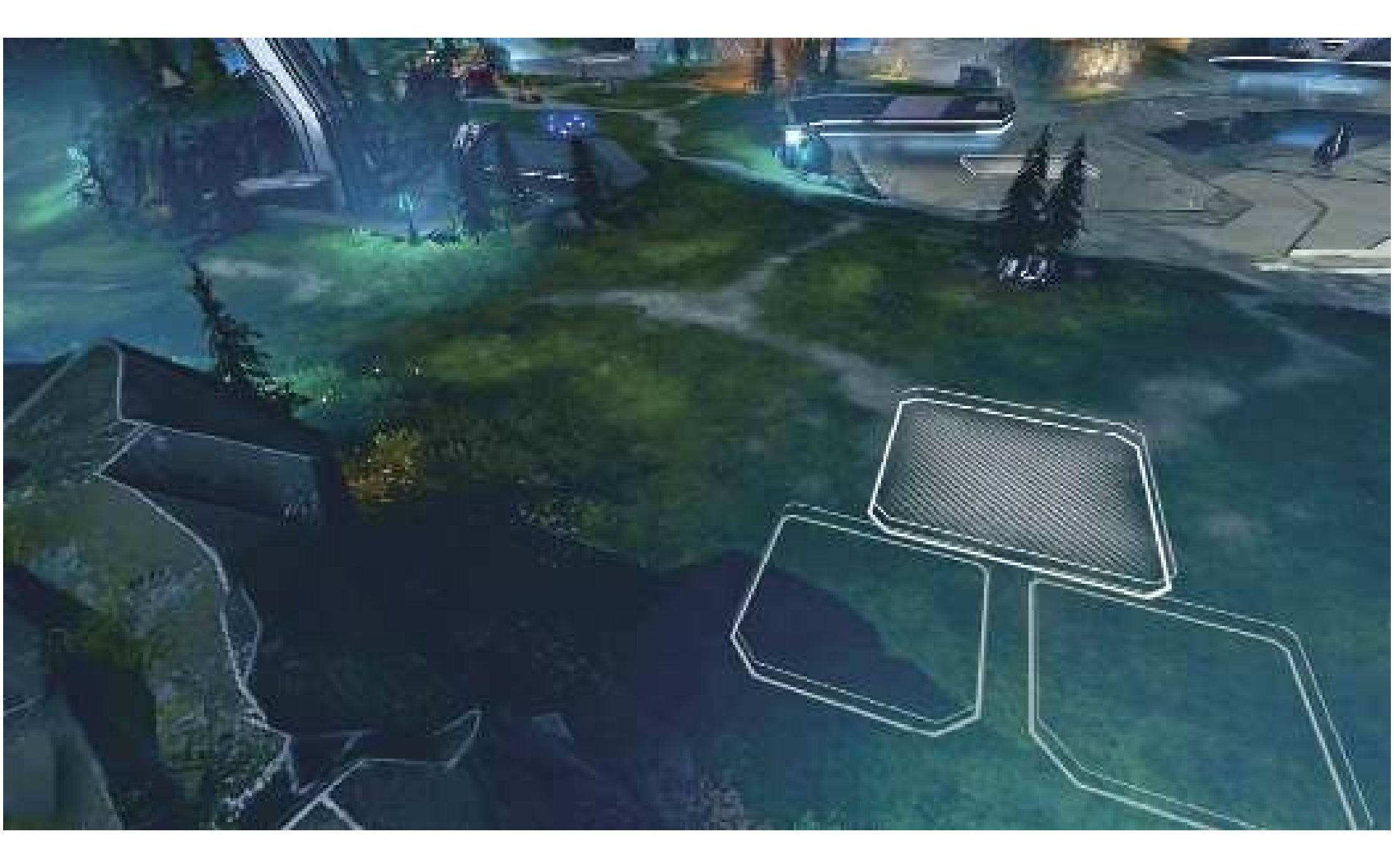
In Domination and Deathmatch, two of the available Resource Nodes are positioned on raised platforms. Capture at least one of these early on. With this terrain advantage, even a small group of infantry can deter your opponent from attempting to seize this valuable resource.



Whether you're fighting for Control Points, Resource Nodes, or Strongholds, the platform in the center of the map holds something of value. More importantly, the ring that runs around it serves as the fastest route between team starting areas. Claim it early, and station long-range infantry units in the surrounding garrison structures.



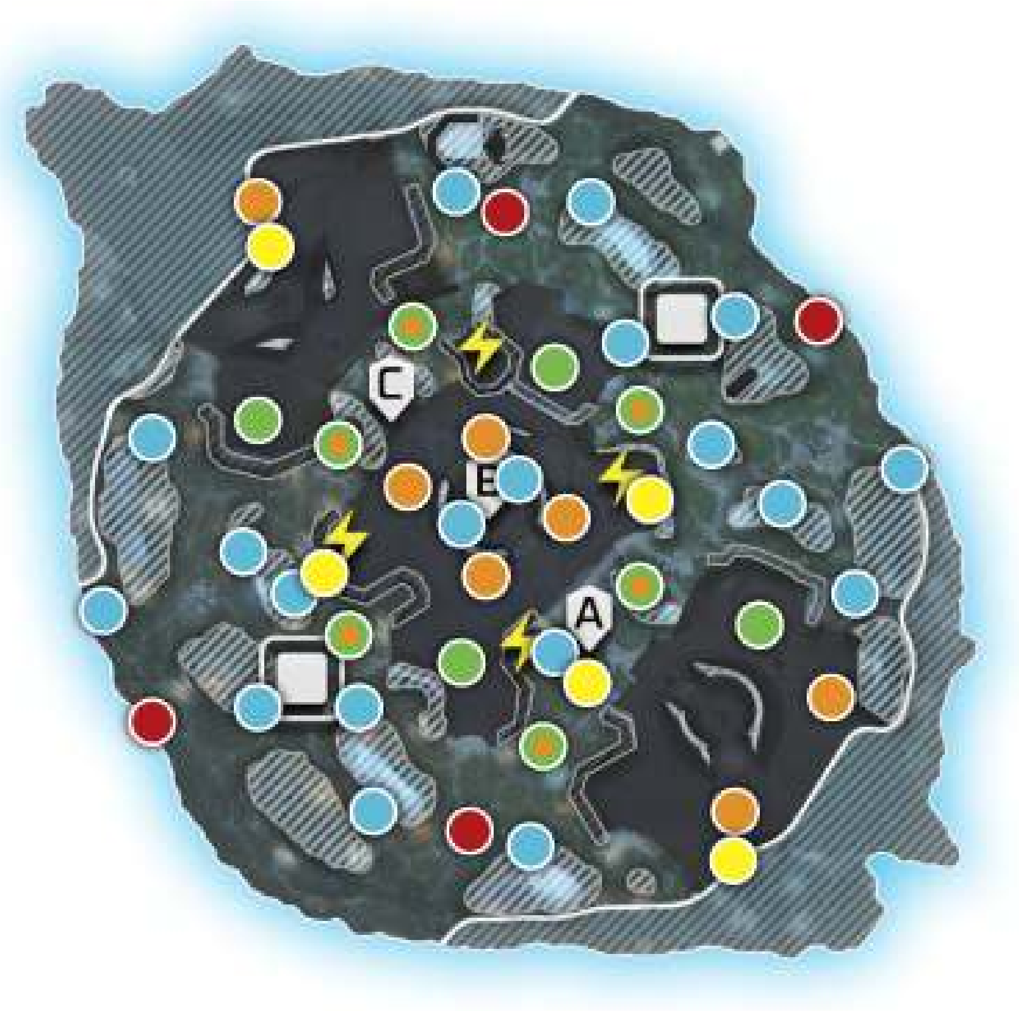
Rift is also one of the few maps to offer sites for Two-Slot Minibases. These sites only appear in 3v3 games of Deathmatch and Domination, and they're more remote than the One-Slot Minibase building sites found in each team's starting area, but they're great for supporting expansion early in a match.



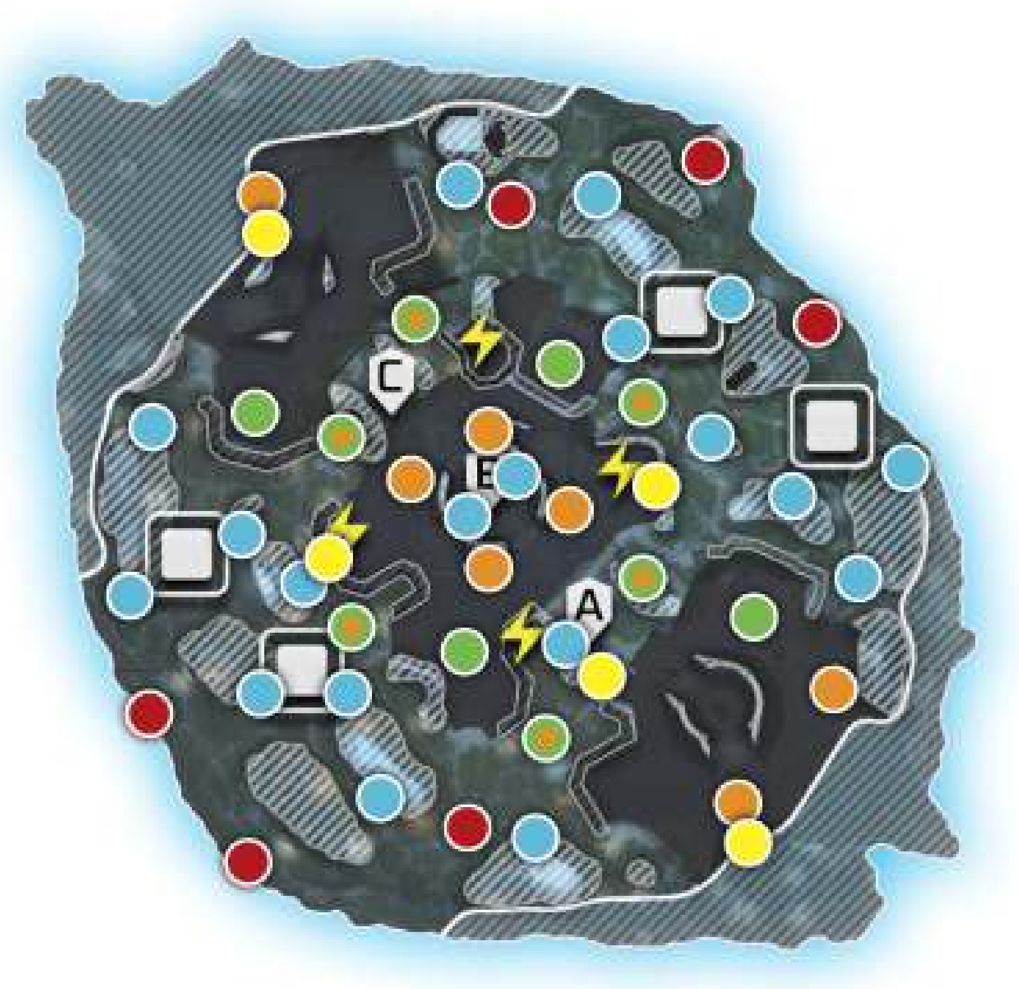
RIFT MAP VARIANTS

Domination

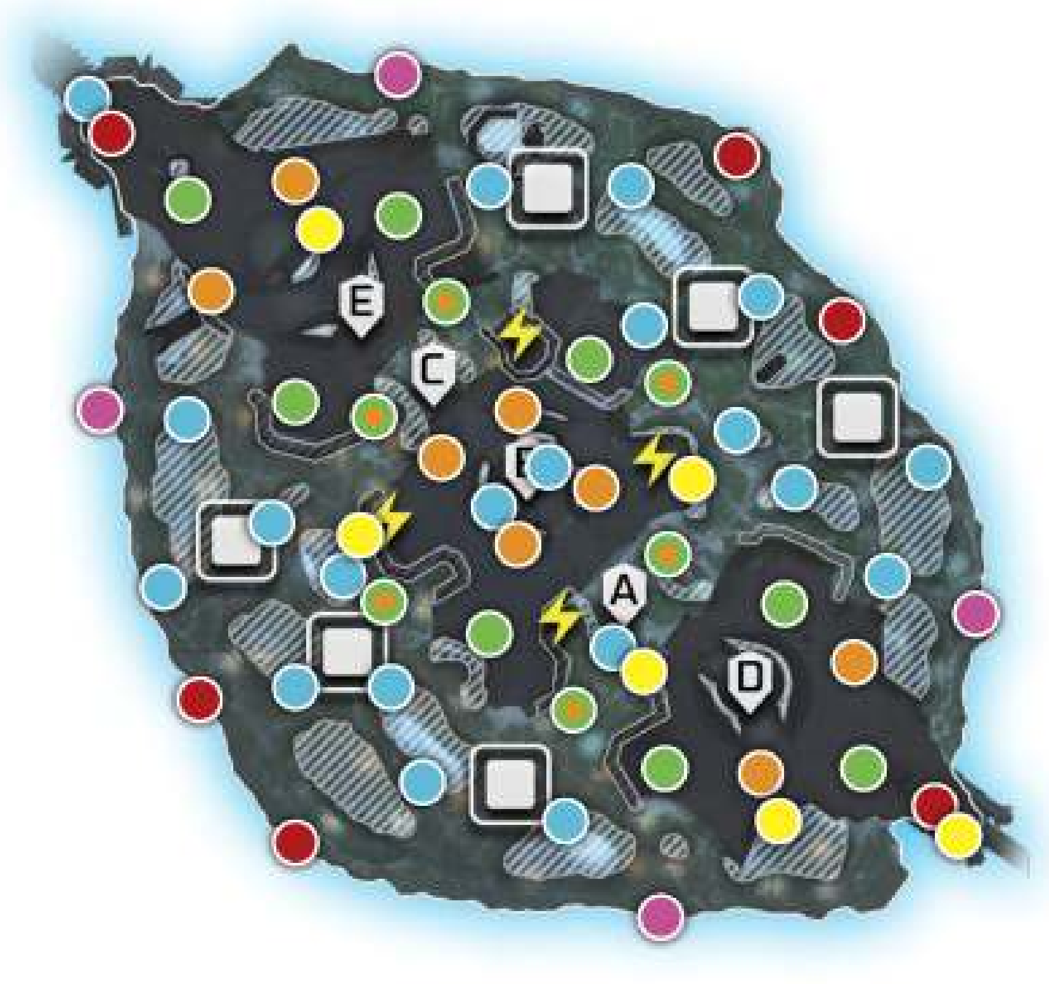
1V1



2V2

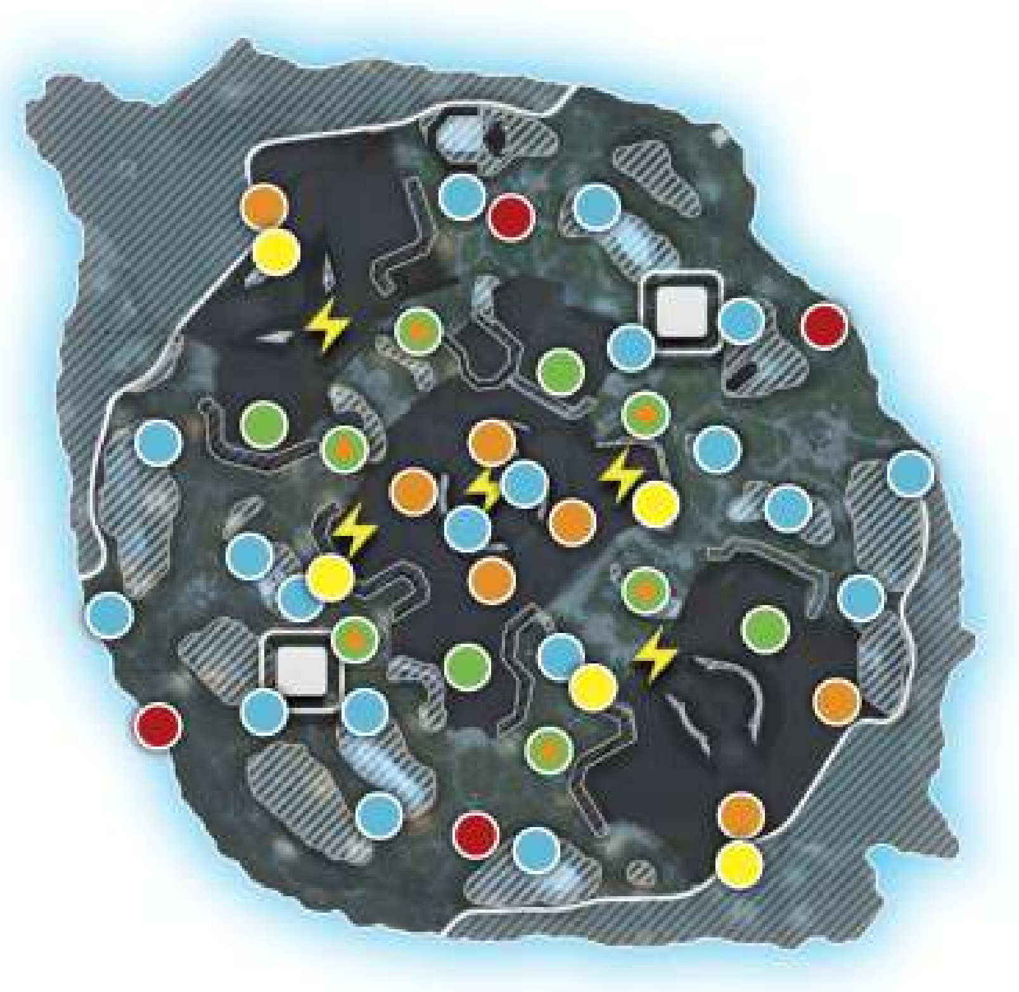


3V3



Deathmatch

1V1



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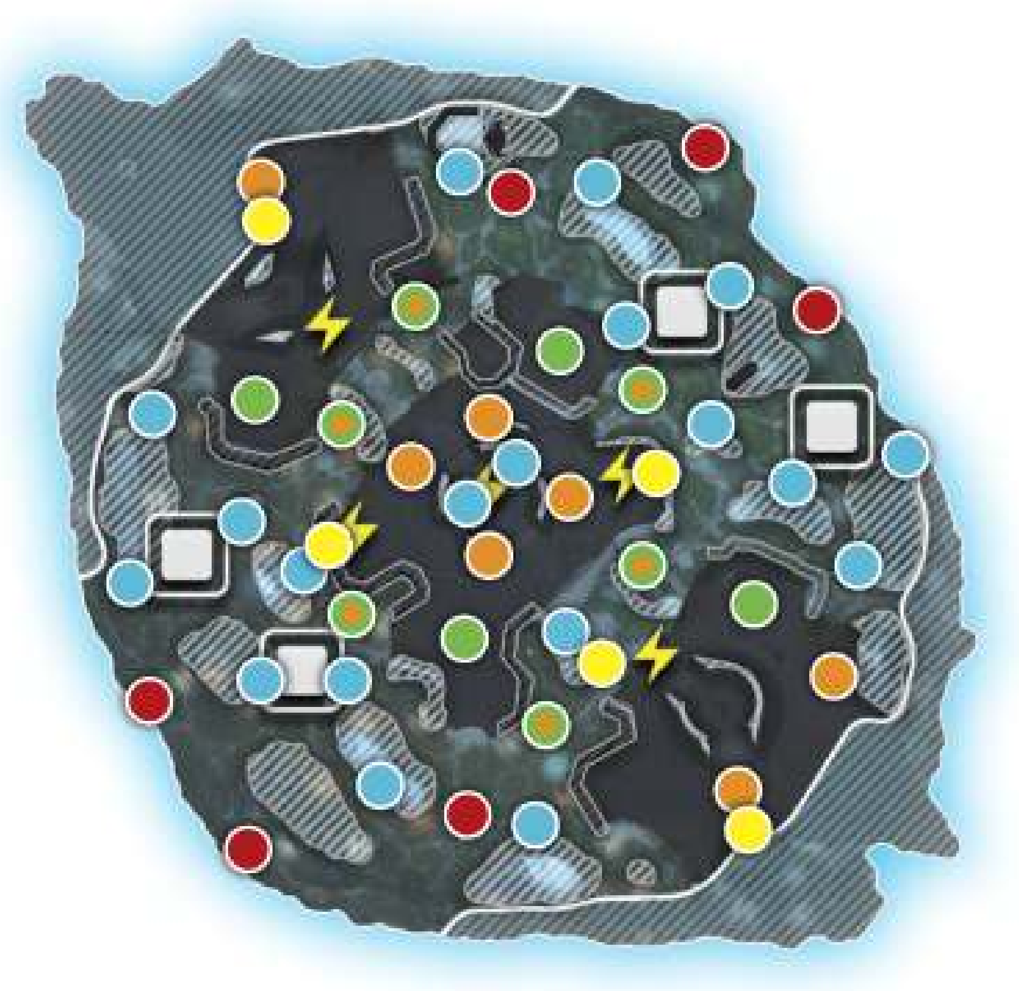

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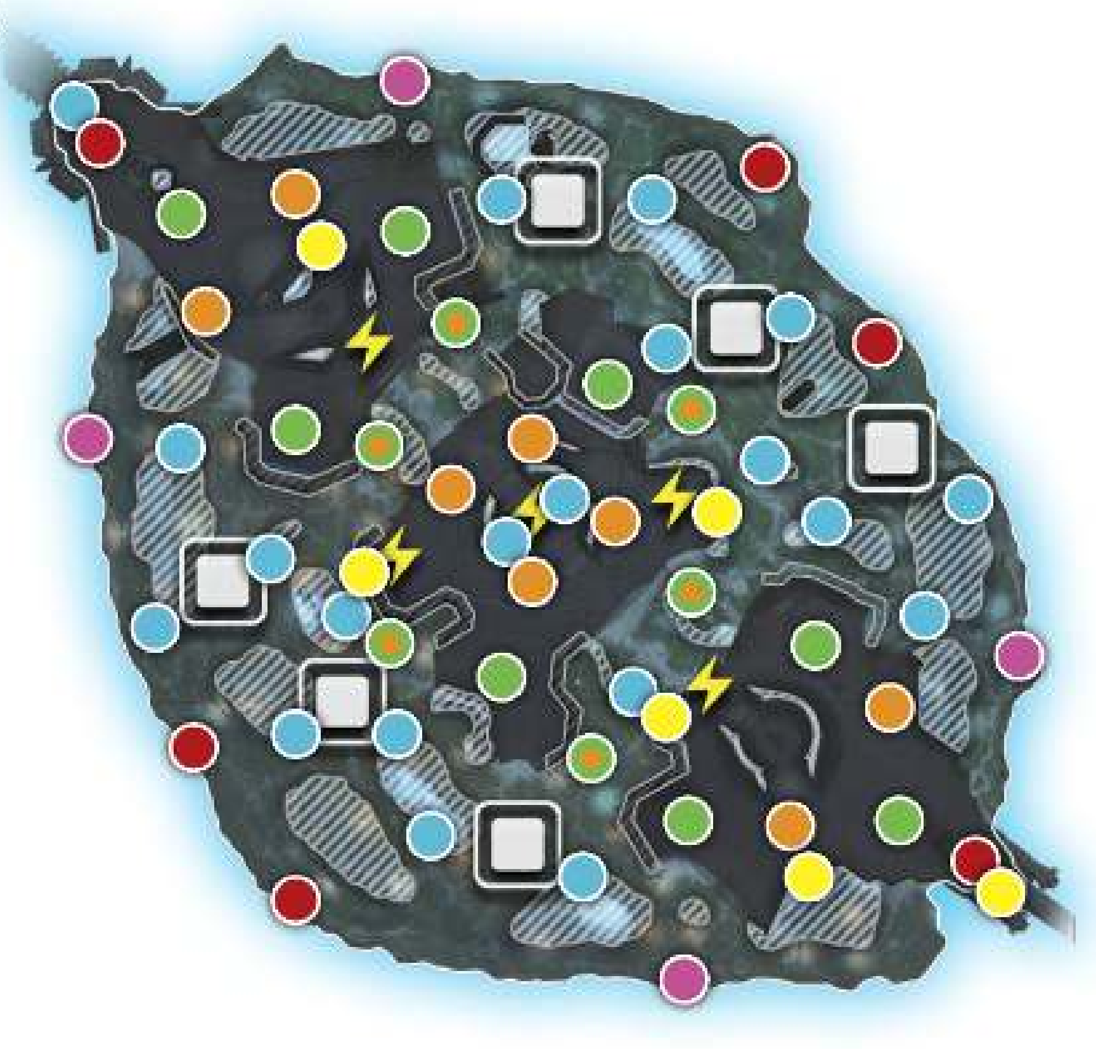
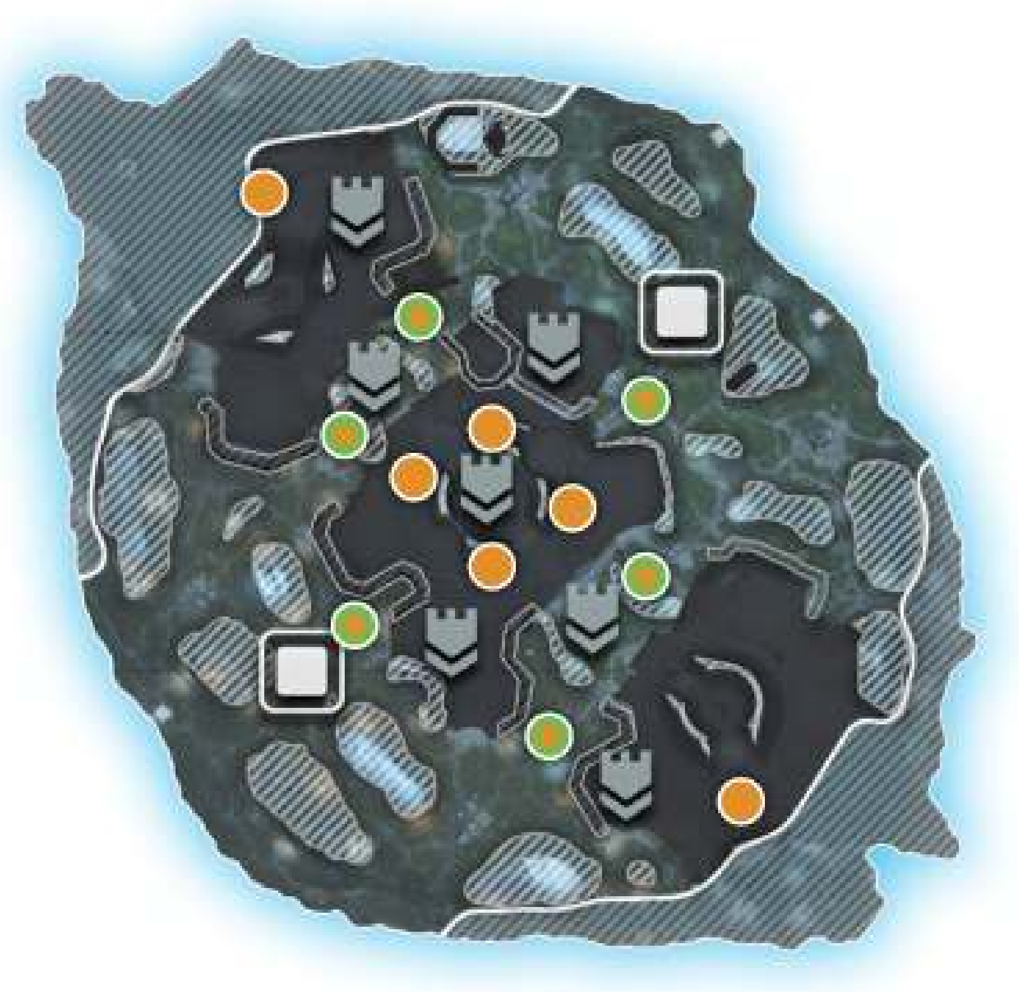


Strongholds

1V1



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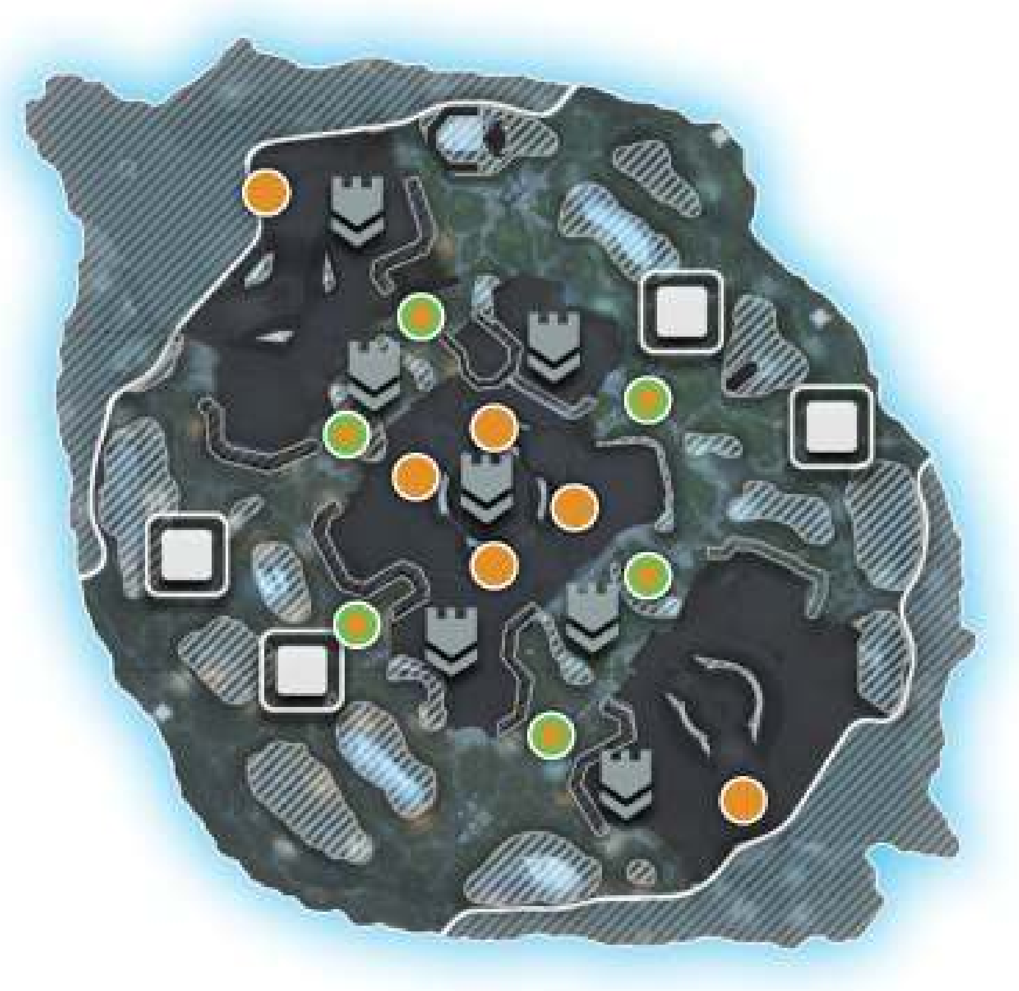

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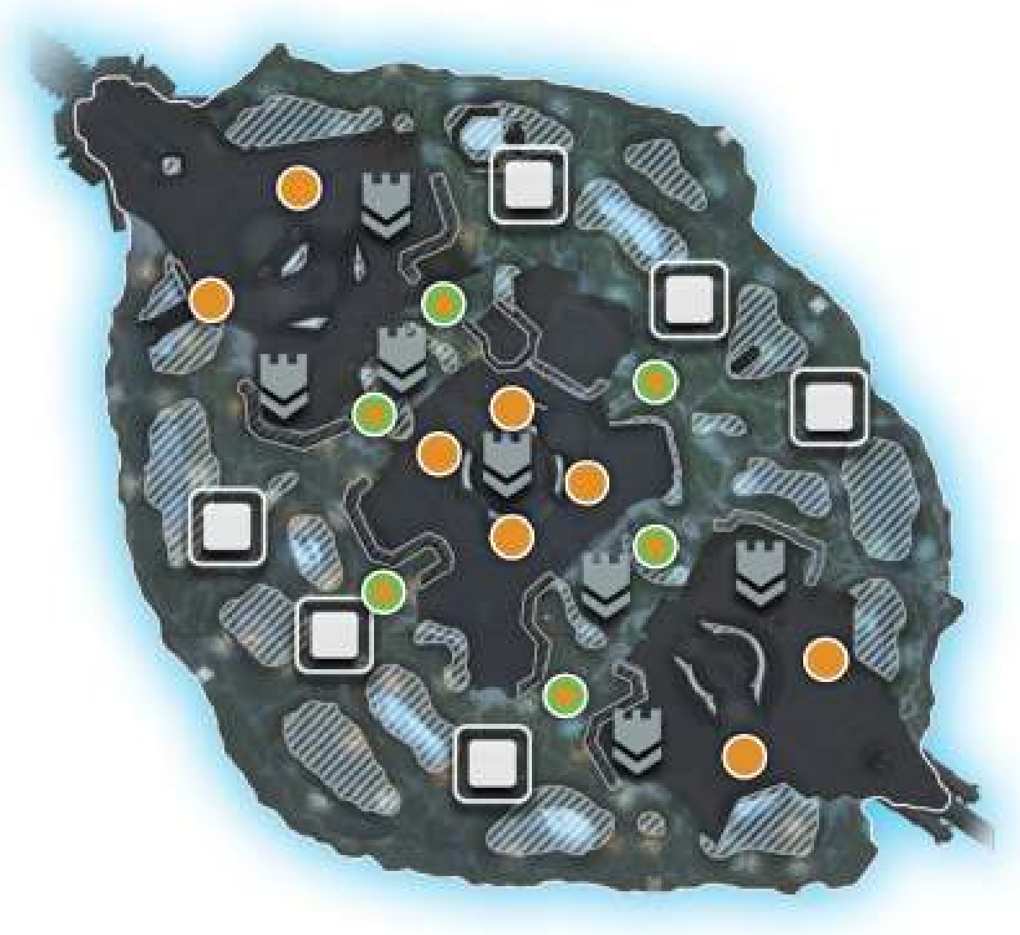
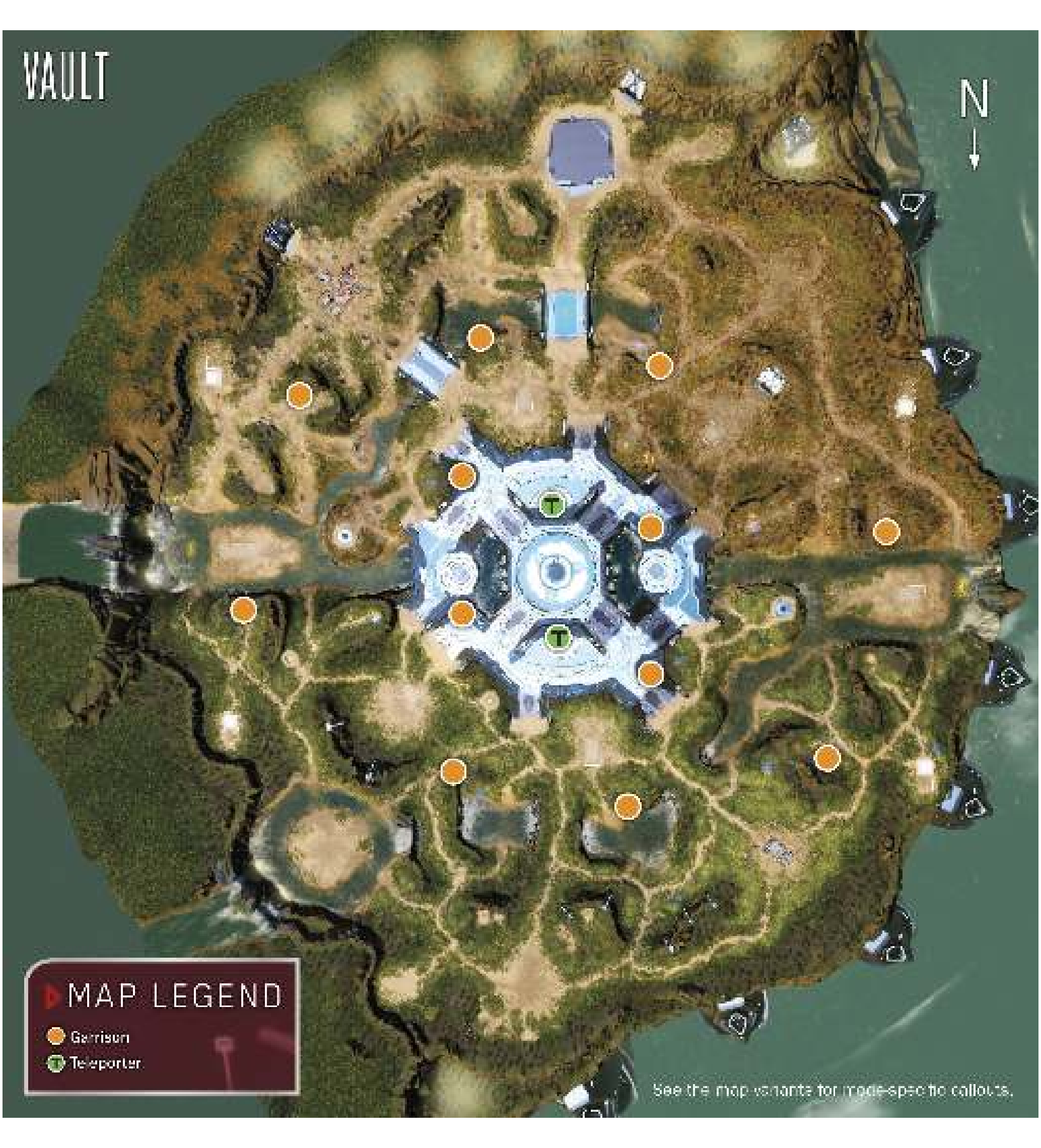


MAP LEGEND

- ▣ HQ
- ⚡ Power
- ⛉ Turret shield Watchtower
- ♜ Stronghold base
- ● Garrison
- ● Two-Slot garrison
- ● One-Slot Minibase
- ● Two-Slot Minibase
- ● Expansion base
- ● Supply pickup
- ● Power pickup
- Ⓣ Teleporter entrance/exit
- ▨ Light barrier
- ○ Control console
- ✚ Healing pylon
- ▬ Lightbridge

Multiplayer Atlas

Vault



Lush woodlands conceal an immense Forerunner storage facility.

TIPS

The center of the map features a large Forerunner structure flanked by a mix of deep rivers and clustered trees. While these natural obstacles hinder the mobility of your ground forces, they also limit enemy access to your base.

Early in a match, consider assigning some core infantry units to any garrison structures near your main base. These help you spot incoming scouts or raiding parties. A squad of Marines or Grunts isn't likely to stop encroaching forces, but it might give you enough time to prepare yourself—especially if the invaders stop to engage your garrisoned units. As you begin to produce advanced units, consider moving Snipers or Elite Rangers into key locations.

Depending on the game mode, the central structure holds a Control Point, a Resource Node, or a Stronghold. If you intend to claim this location, it's best to do so as early as possible. Outside of Strongholds matches, you find a good amount of resource pickups on (and around) this structure. An early push toward the center of the map can give your economy a significant boost.

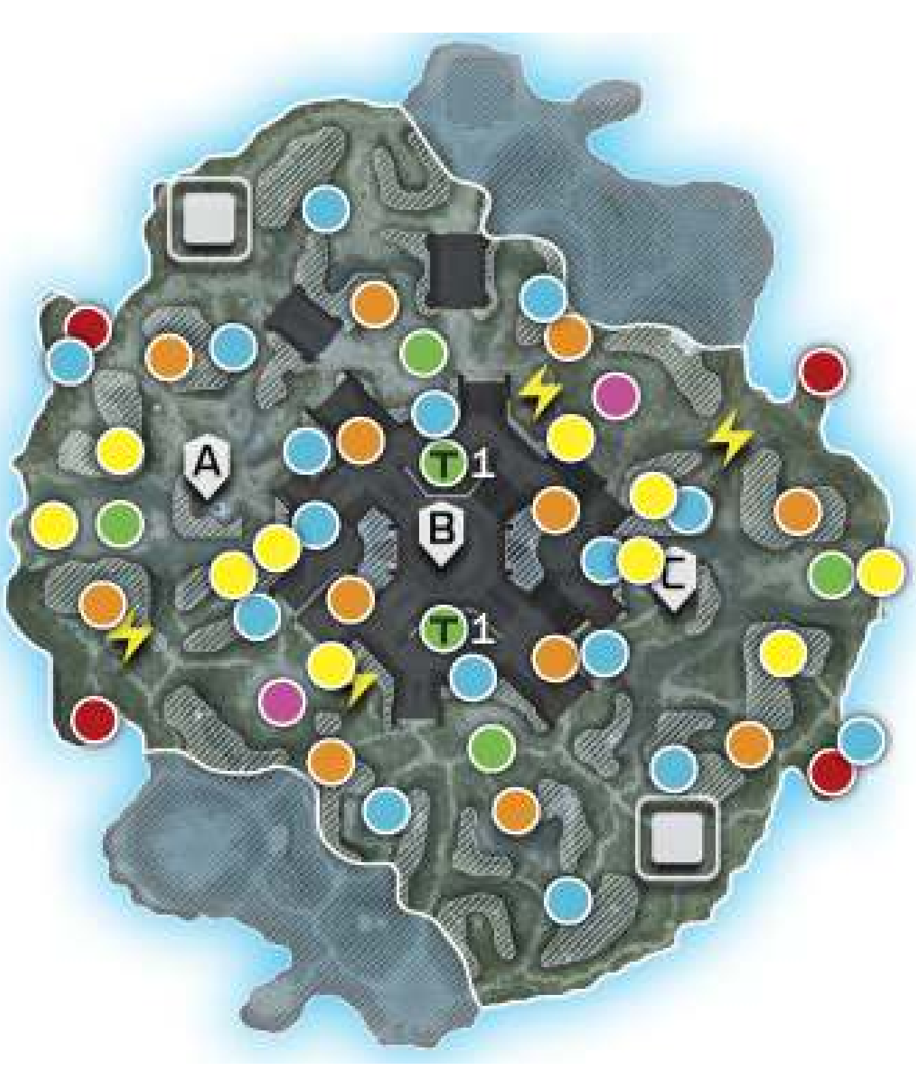
Every Vault map variant has at type of building site on either side of the Forerunner structure. If you opt to make an early push to the center of the map, use whatever resources you collect to develop a base (or minibase) on at least one of these sites. Produce a few extra scouts or infantry units, then send them out to gather resources or capture nearby Resource Nodes.

The Forerunner structure may be Vault's predominant feature, but during a match of Domination or Deathmatch, valuable resources and building slots are peppered around the edge of the map. During 3v3 matches, coordinate with your team to make sure these key items are put to good use.

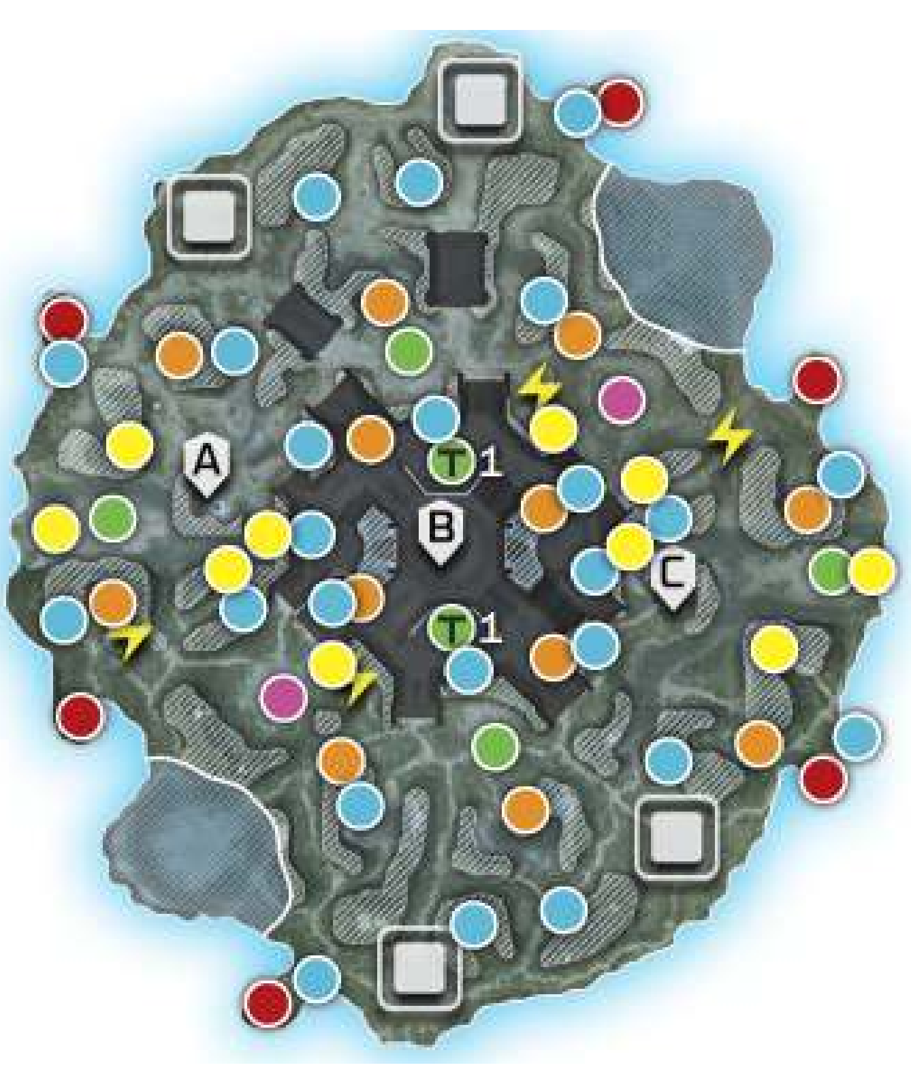
VAULT MAP VARIANTS

Domination

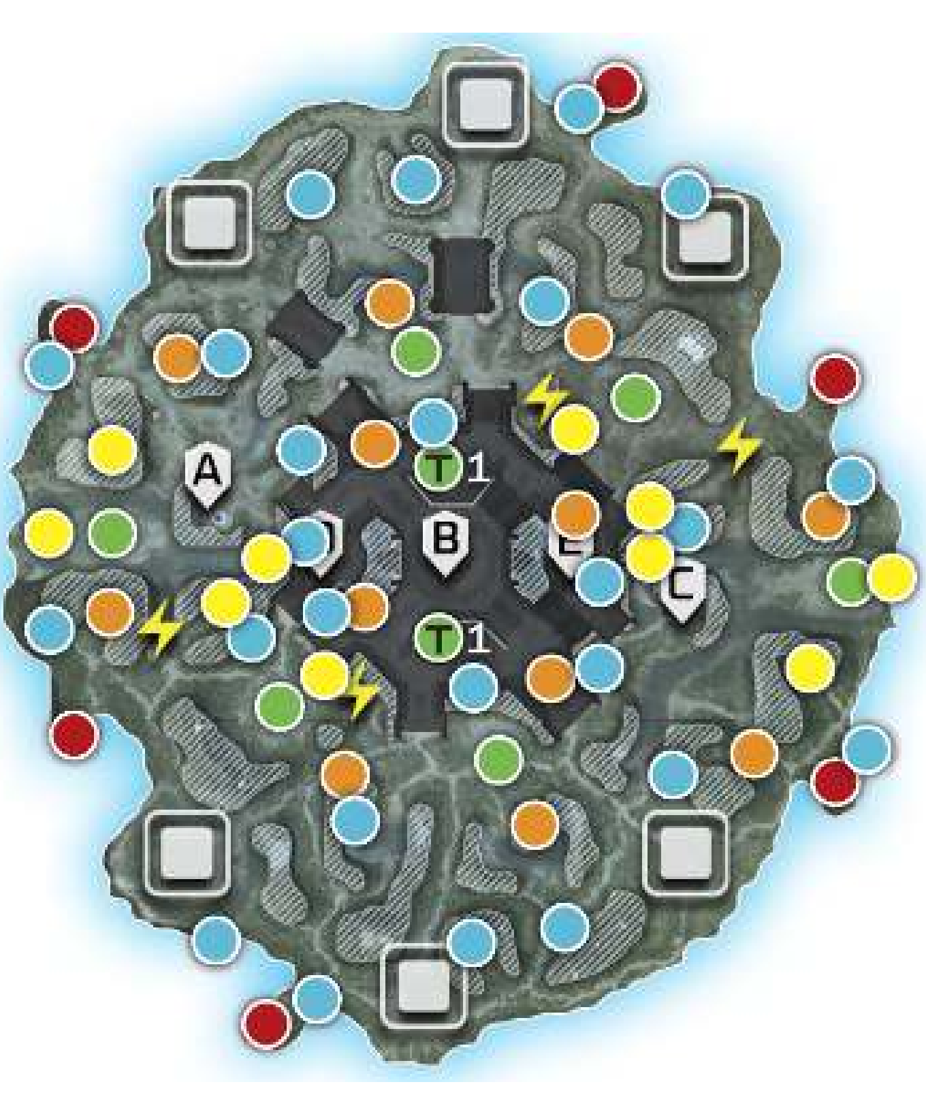
1V1



2V2

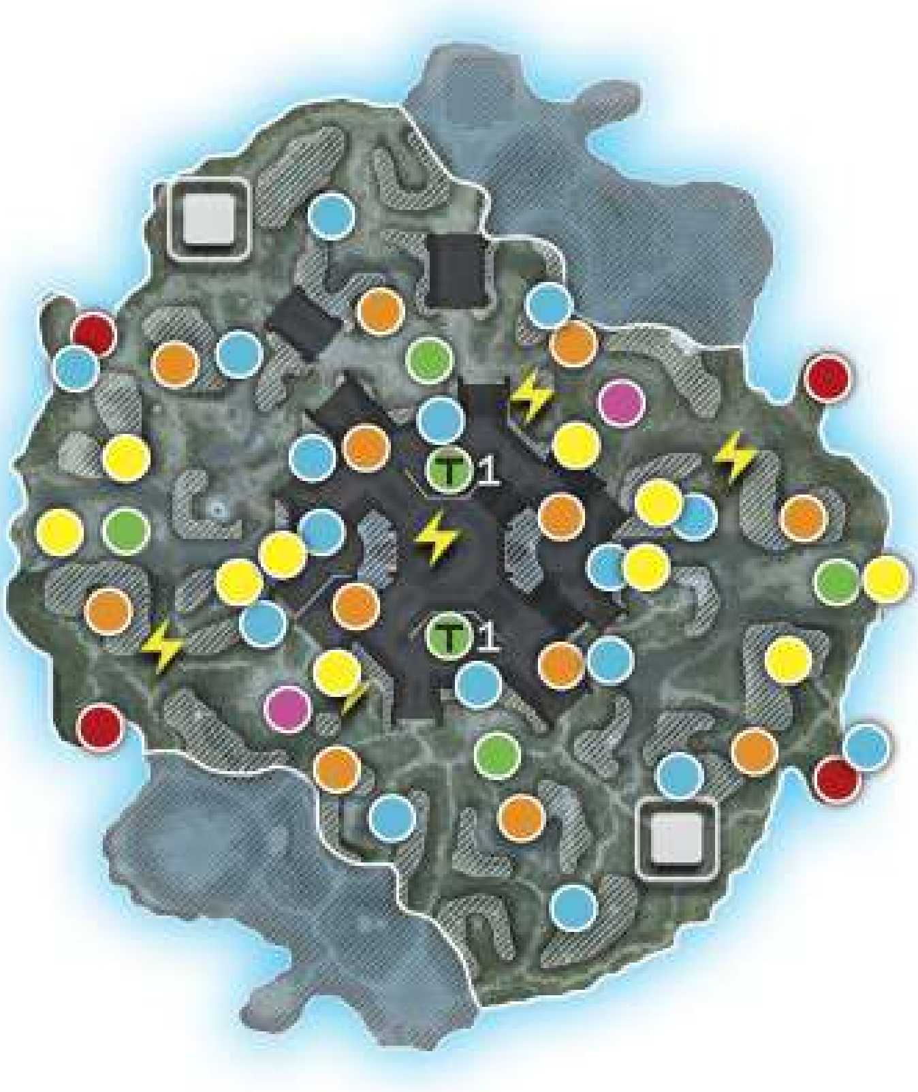


3V3



Deathmatch

1V1



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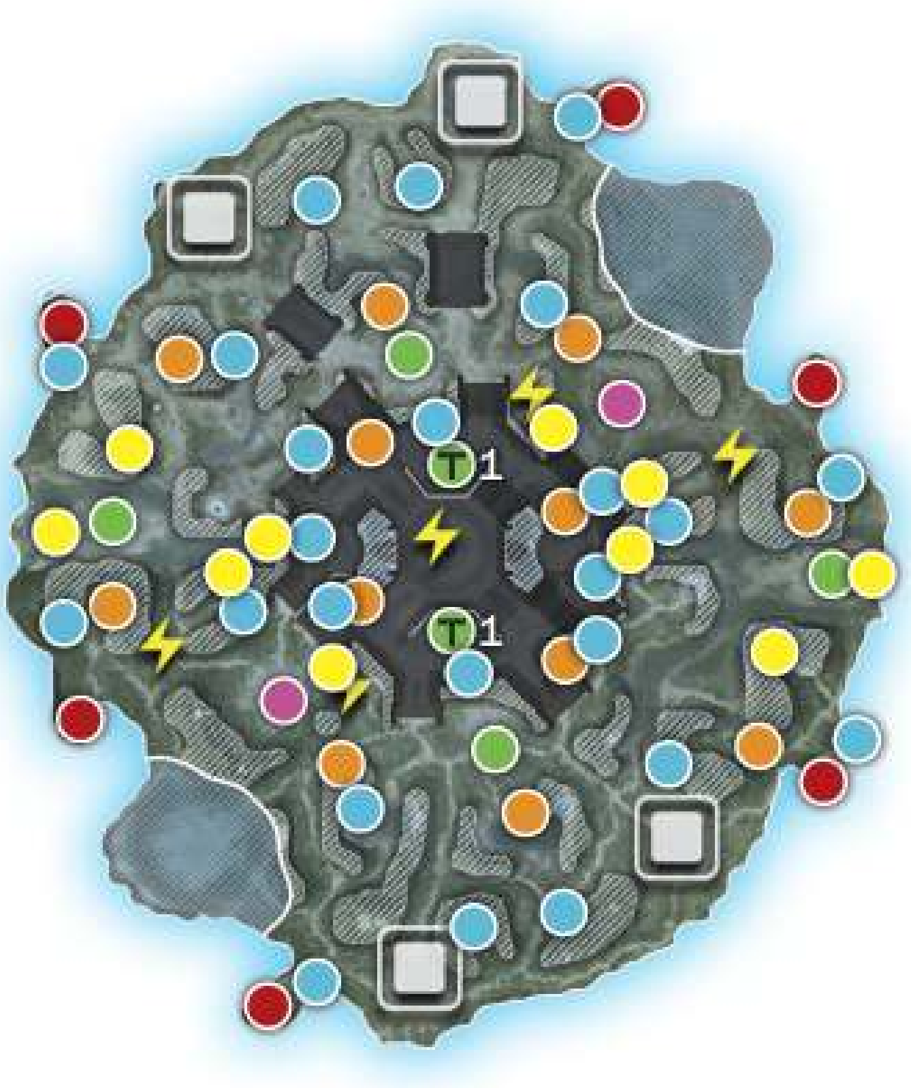
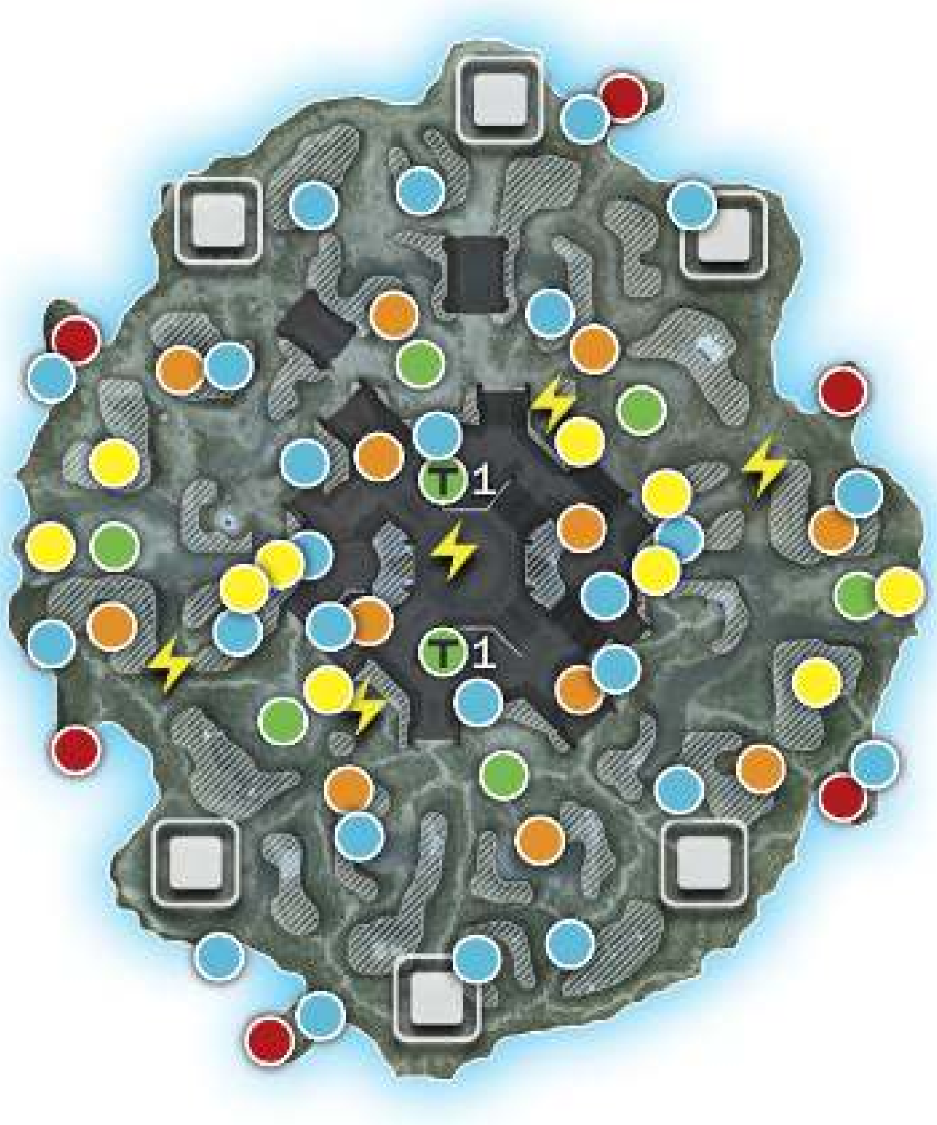
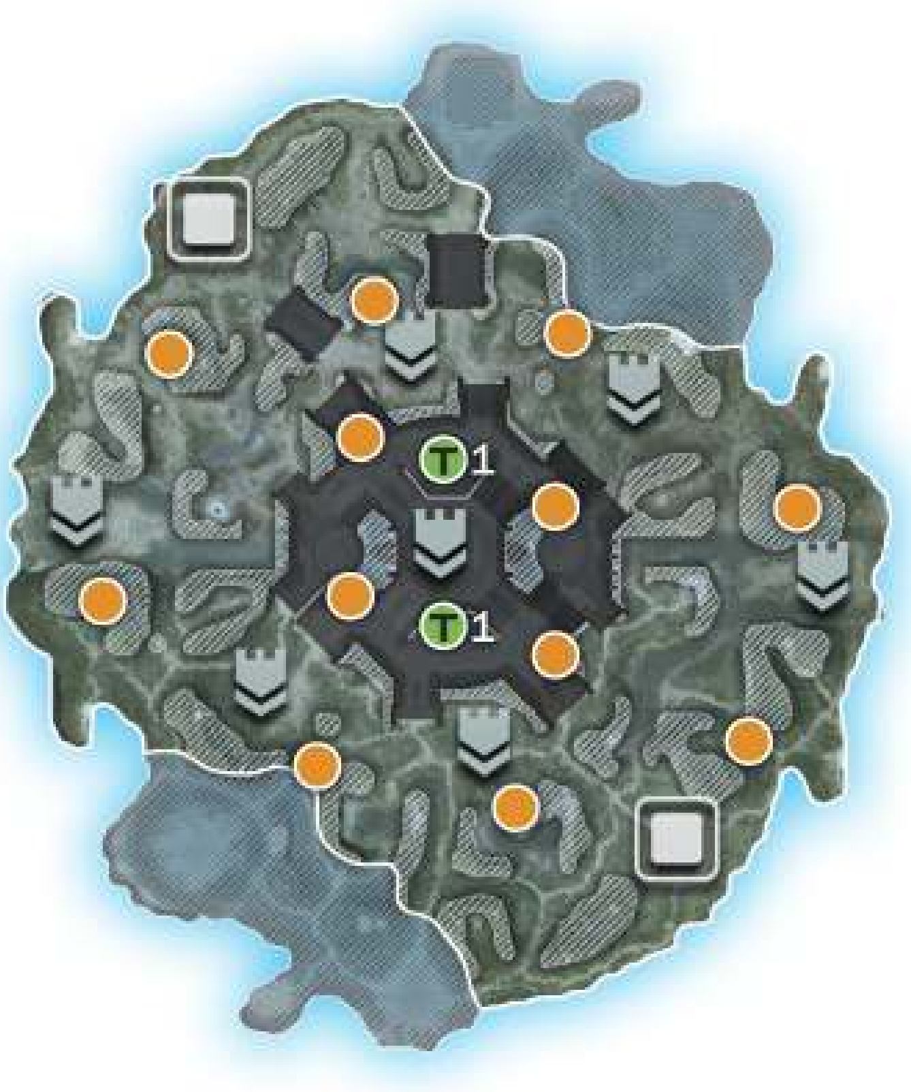


3V3



Strongholds

1V1



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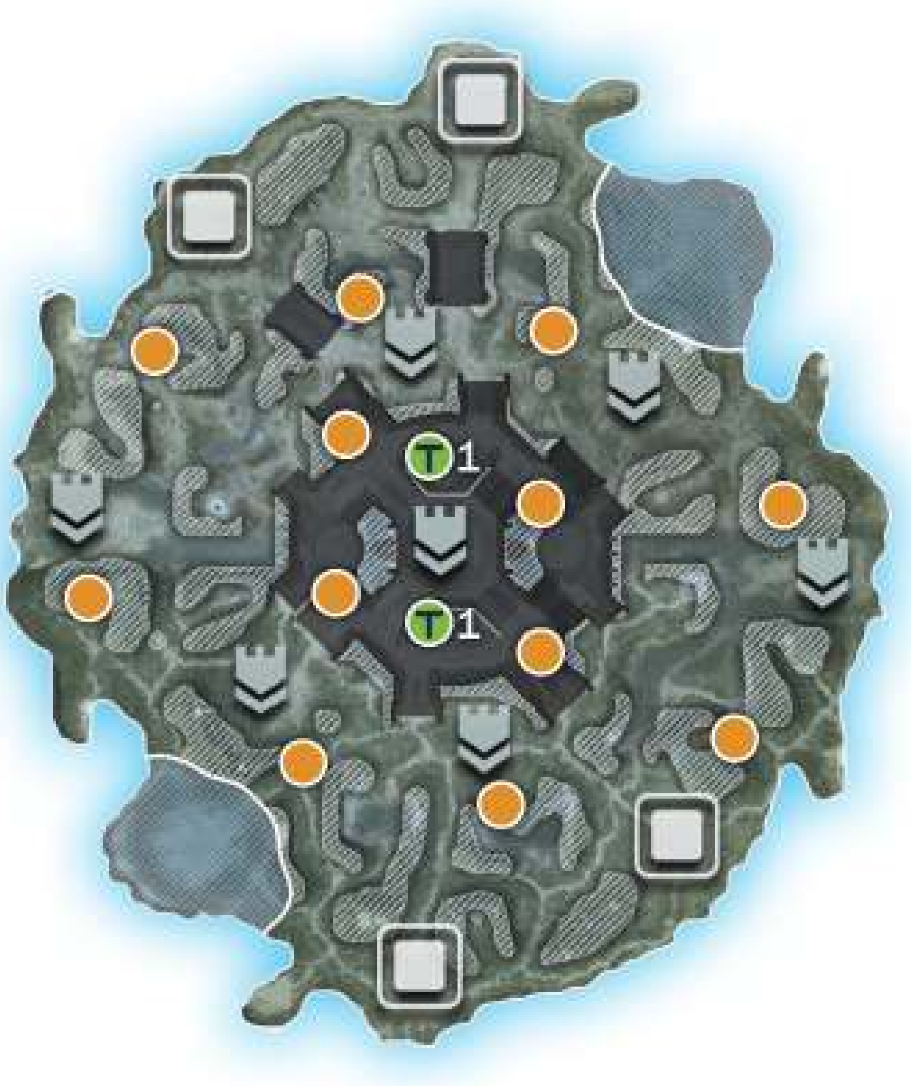

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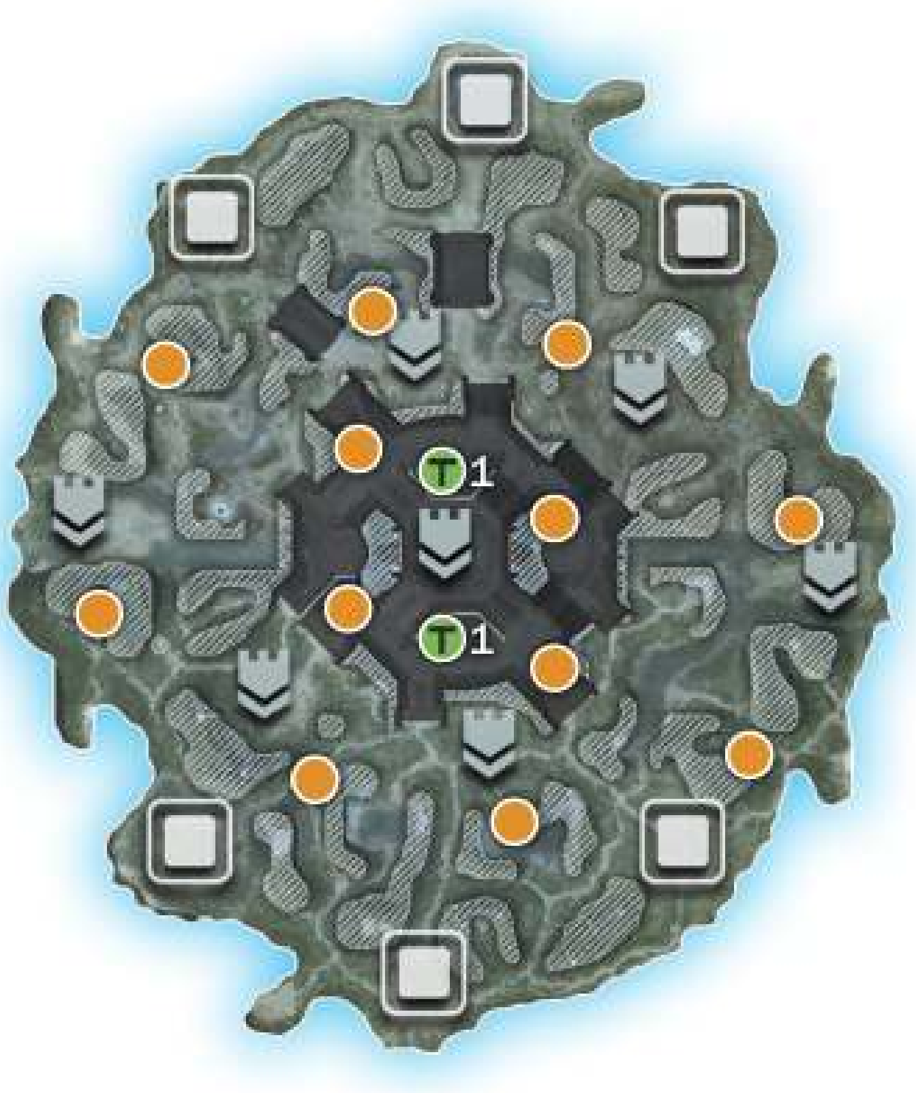
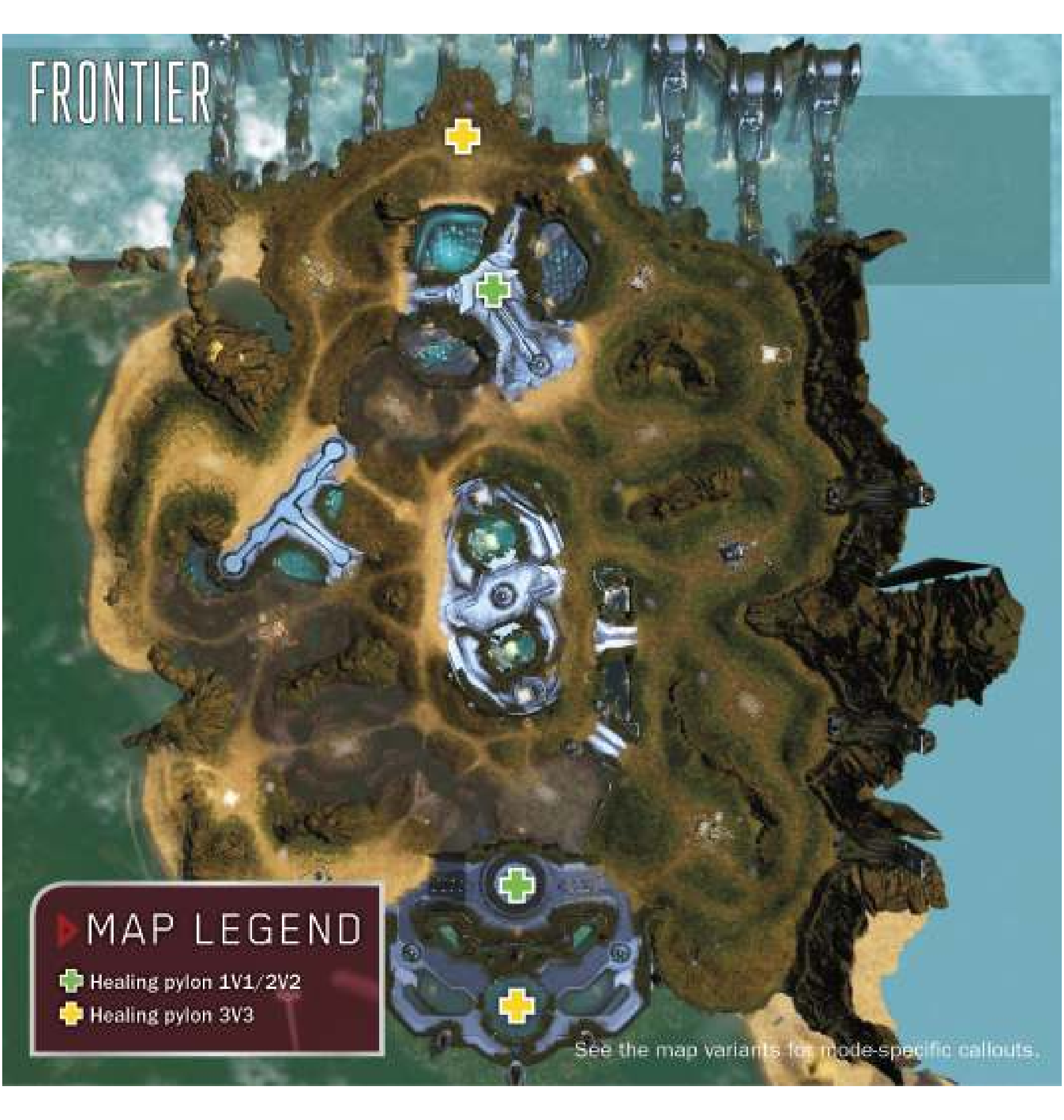


▼ MAP LEGEND

- ▣ HQ
- ⚡ Power
- ⛊ Turret shield Watchtower
- ⛉ Stronghold base
- 🟠 Garrison
- 🟢 Two-Slot garrison
- 🔴 One-Slot Minibase
- 🟣 Two-Slot Minibase
- 🟢 Expansion base
- 🔵 Supply pickup
- 🟡 Power pickup
- Ⓣ Teleporter entrance/exit
- ▨ Light barrier
- ⚪ Control console
- ✚ Healing pylon
- ▬ Lightbridge

Multiplayer Atlas

Frontier



Verdant grasslands overrun a Forerunner facility suspended on the edge of the world.

TIPS

This map's most intriguing feature comes in the form of two healing pylons. These devices offer constant healing to any units within their spheres of influence, and they can be a big help before you're able to produce support units.

The pylons are located on opposite edges of the map, so it may not always be possible (or practical) to heal all your damaged units, but a well-timed visit to a healing pylon can keep your starting forces active and productive while you work to develop your army. It's also worth noting that resource pickups are located near both pylons, so early visits can be particularly beneficial.

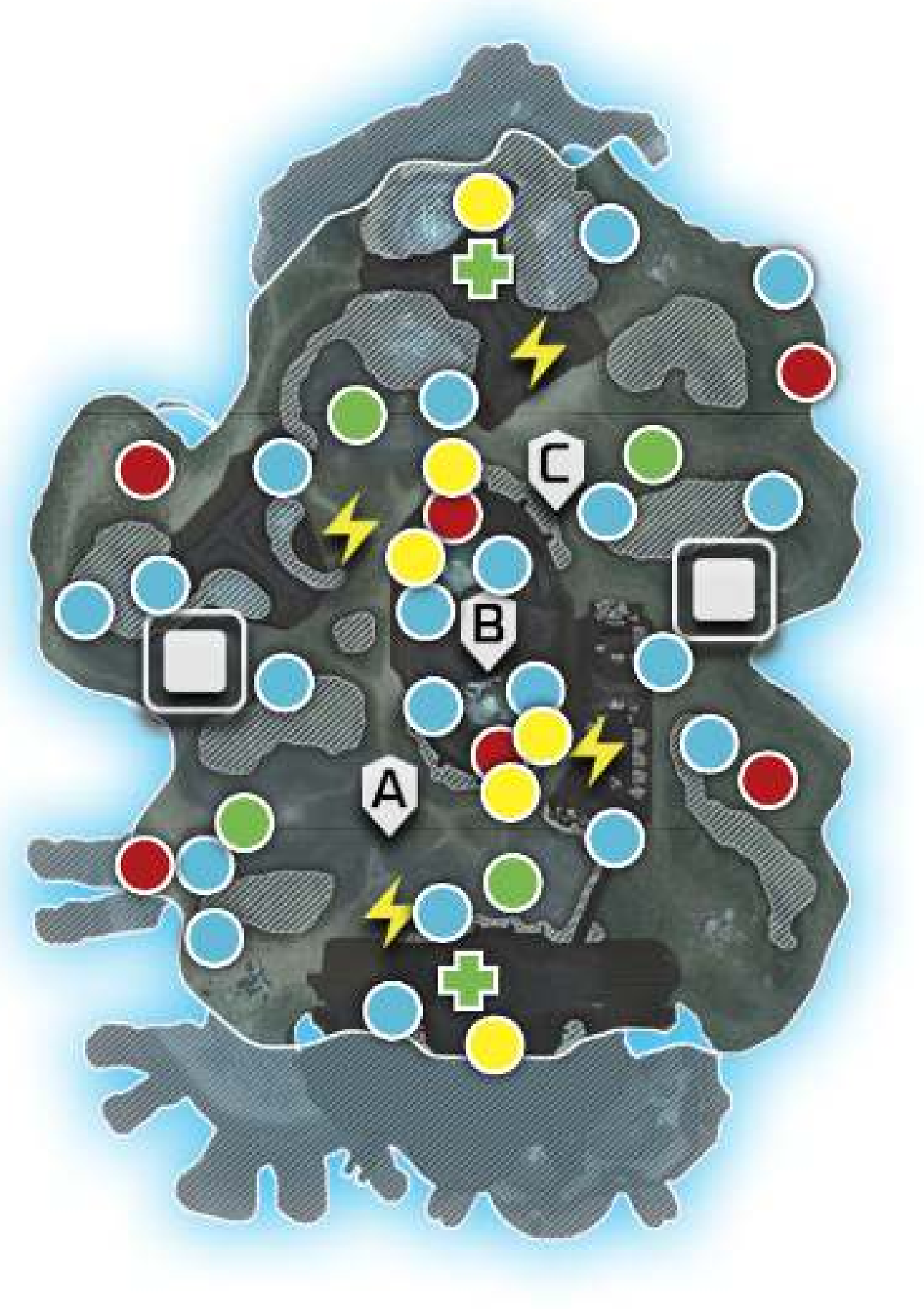
As usual, the center of the map holds the highest concentration of resource pickups. If you favor early expansion, designate a member of your team to claim one (or both) of the minibase building sites near the center of the map. Use whatever units the remaining teammates can spare to support this expansion attempt. You're sure to meet resistance—even if the opposing team hangs back, you still have to deal with Forerunner drones. As your team reinforces this forward push, send damaged units to the nearest pylon for some emergency healing.

Many of the available expansion base slots are located close to Control Points and/or Resource Nodes. As you continue to expand, prioritize these sites. Again, the healing pylons make it much safer for small forces to capture key locations. If you're not prepared to hold a captured location, send your units off for healing as soon as they finish their task. Even if an opponent seizes the Point/Node, you receive the short-term benefits without compromising the strength of your army.

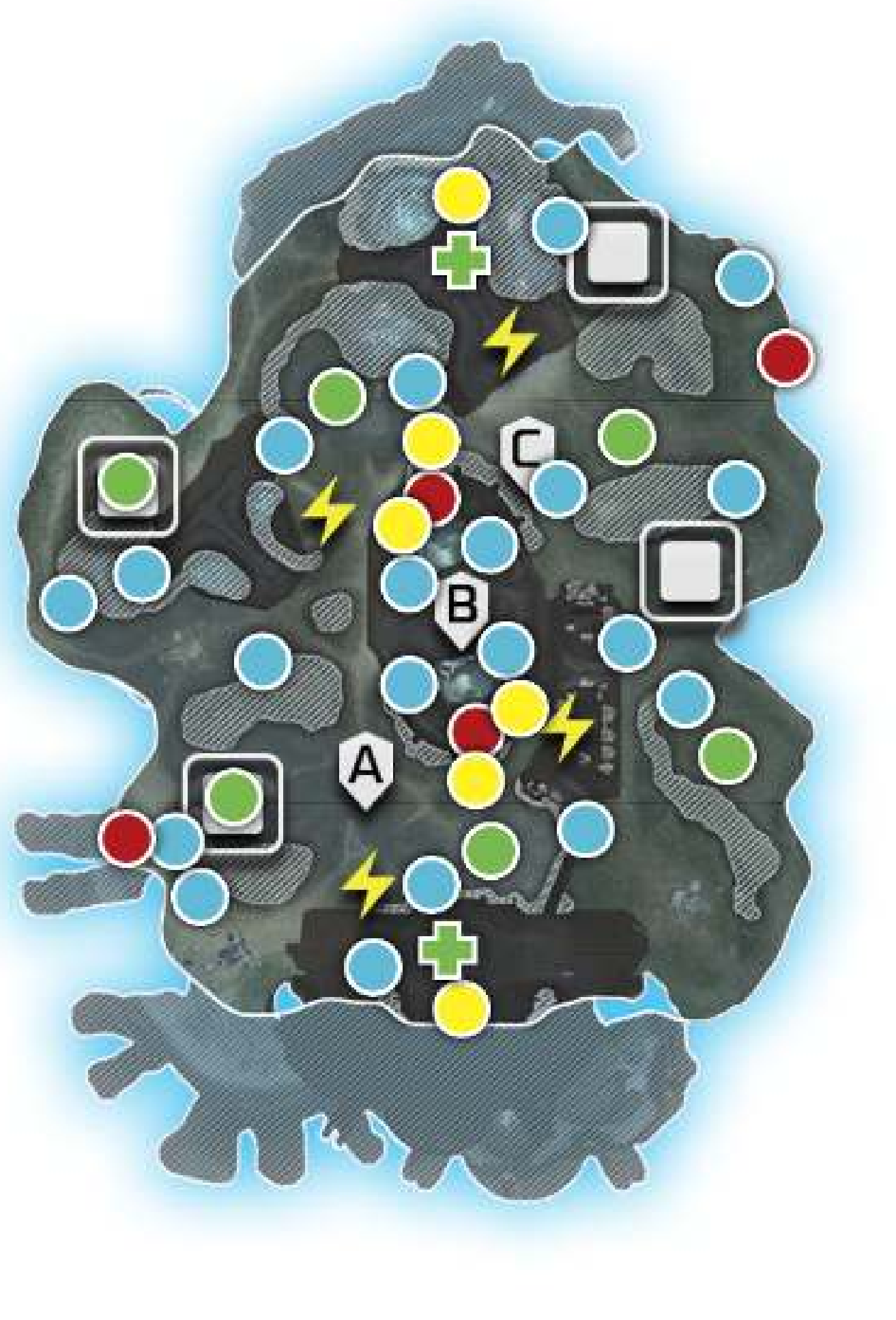
FRONTIER MAP VARIANTS

Domination

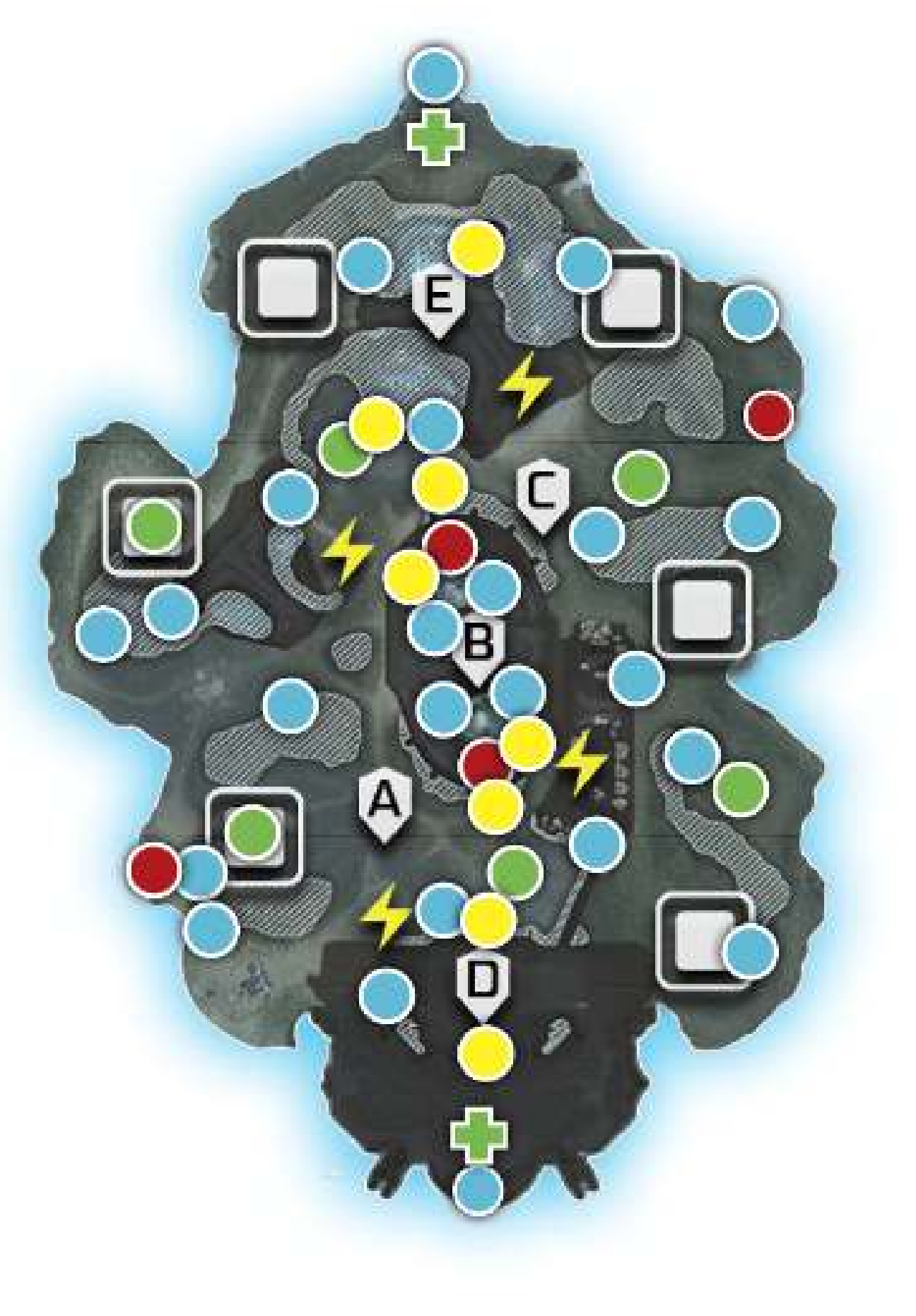
1V1



2V2

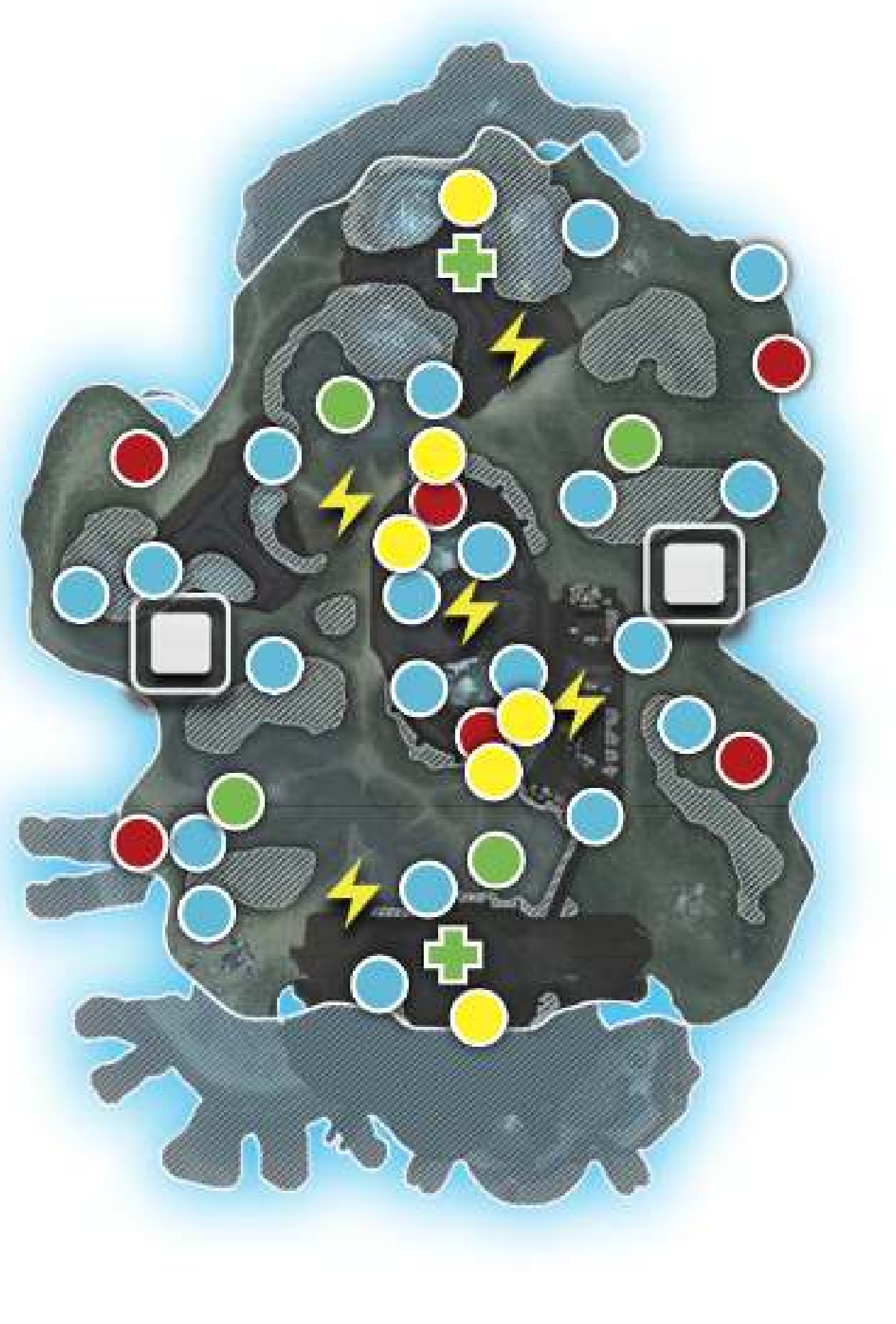


3V3



Deathmatch

1V1



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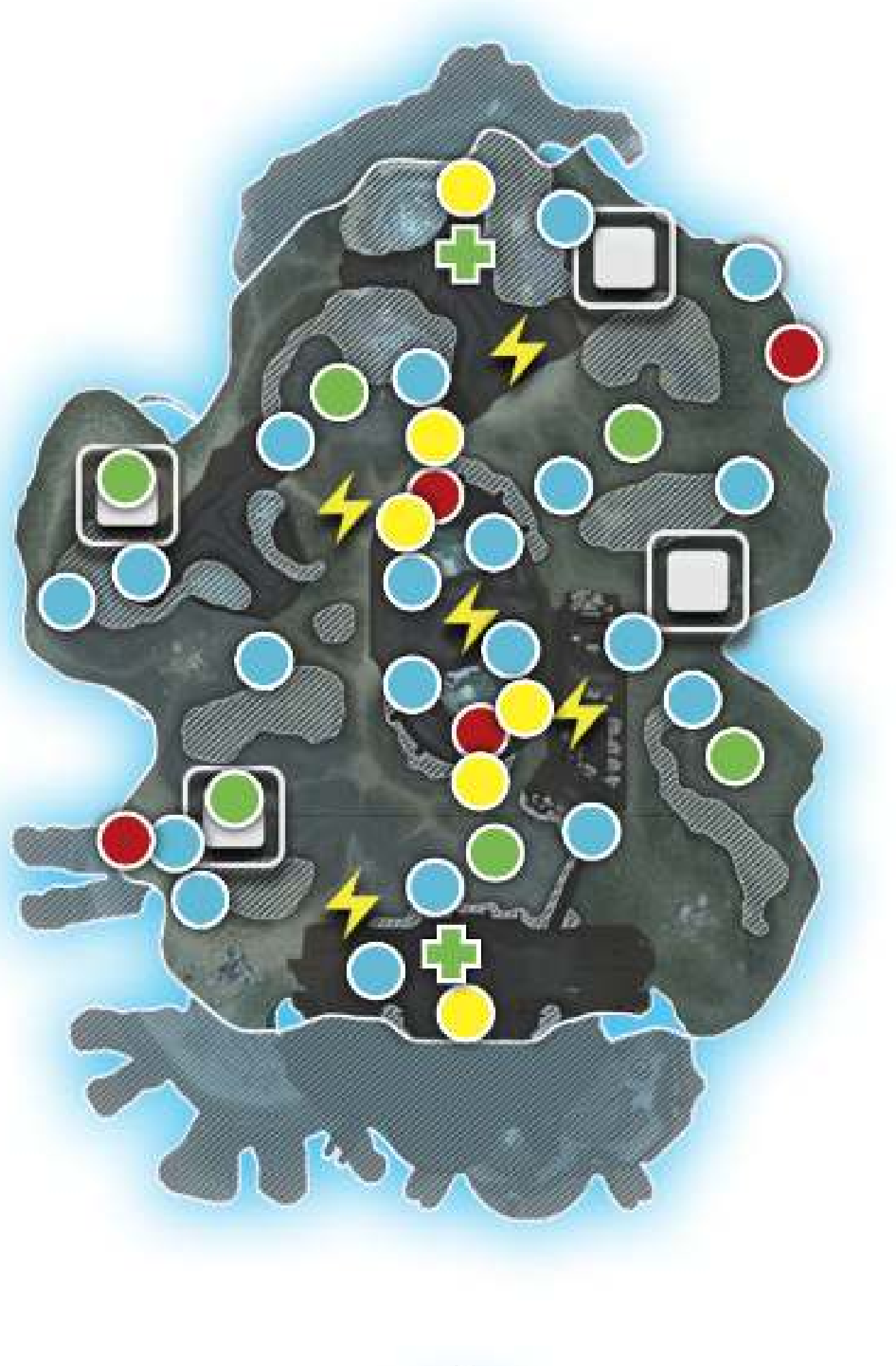
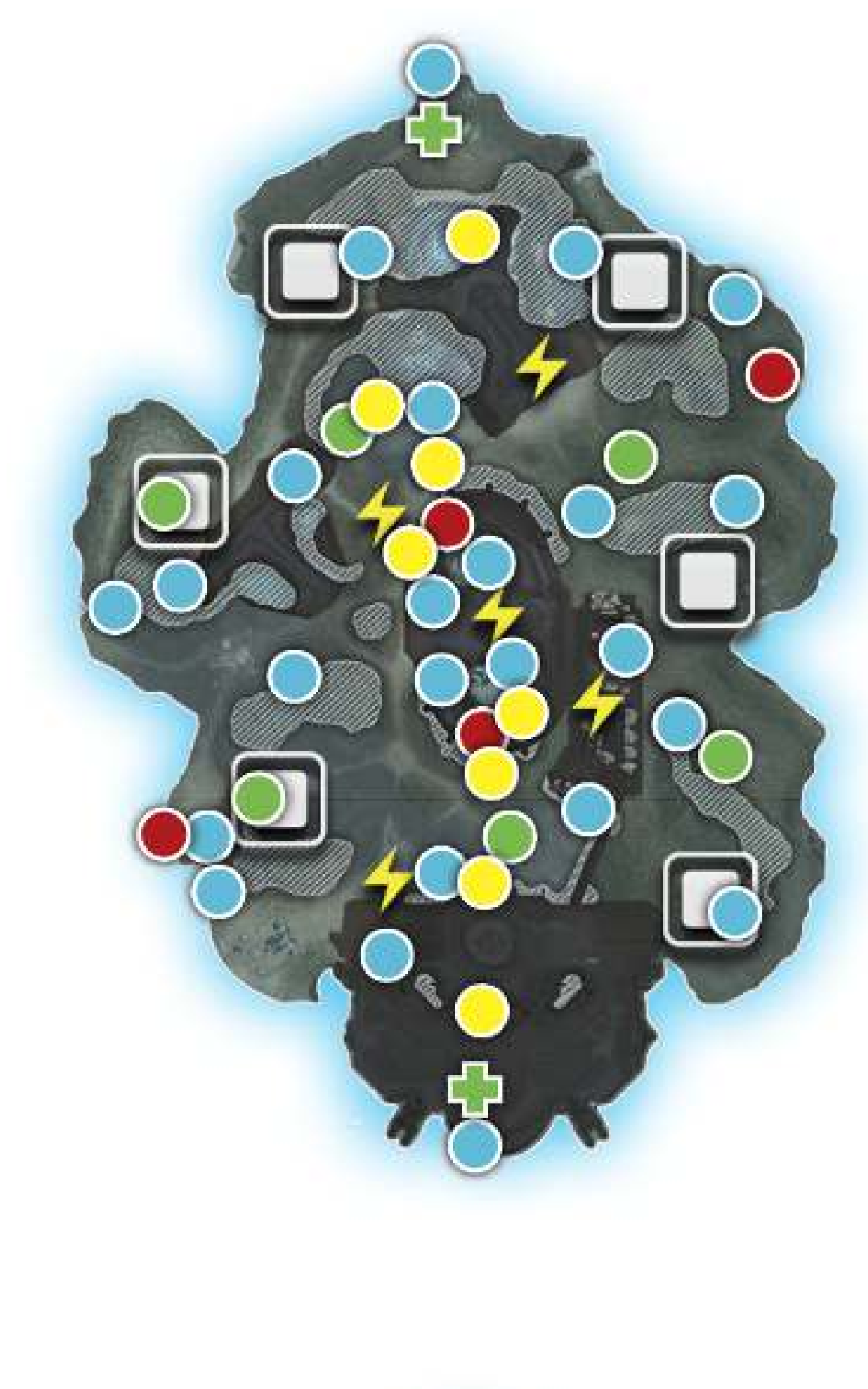
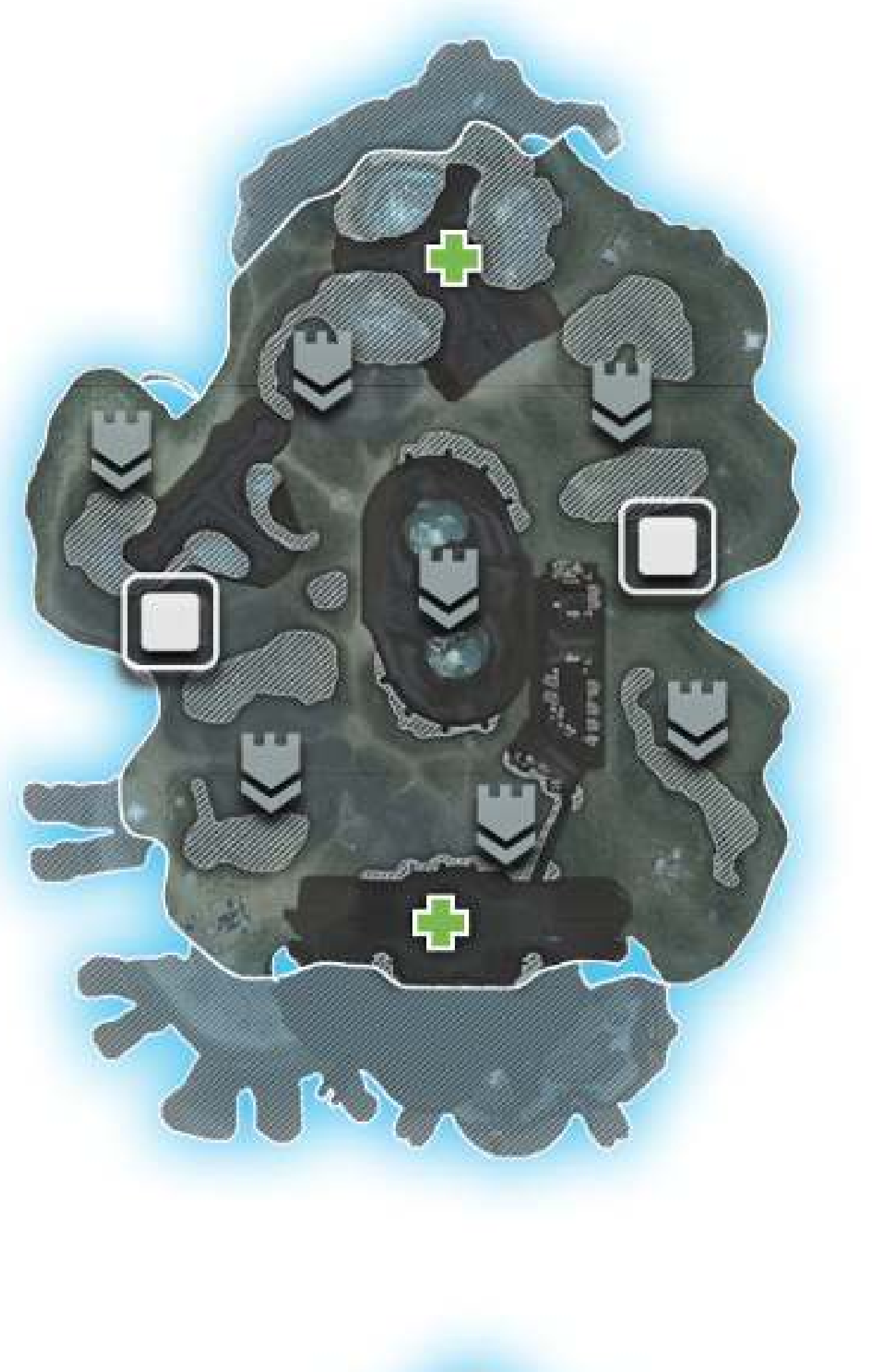


3V3



Strongholds

1V1



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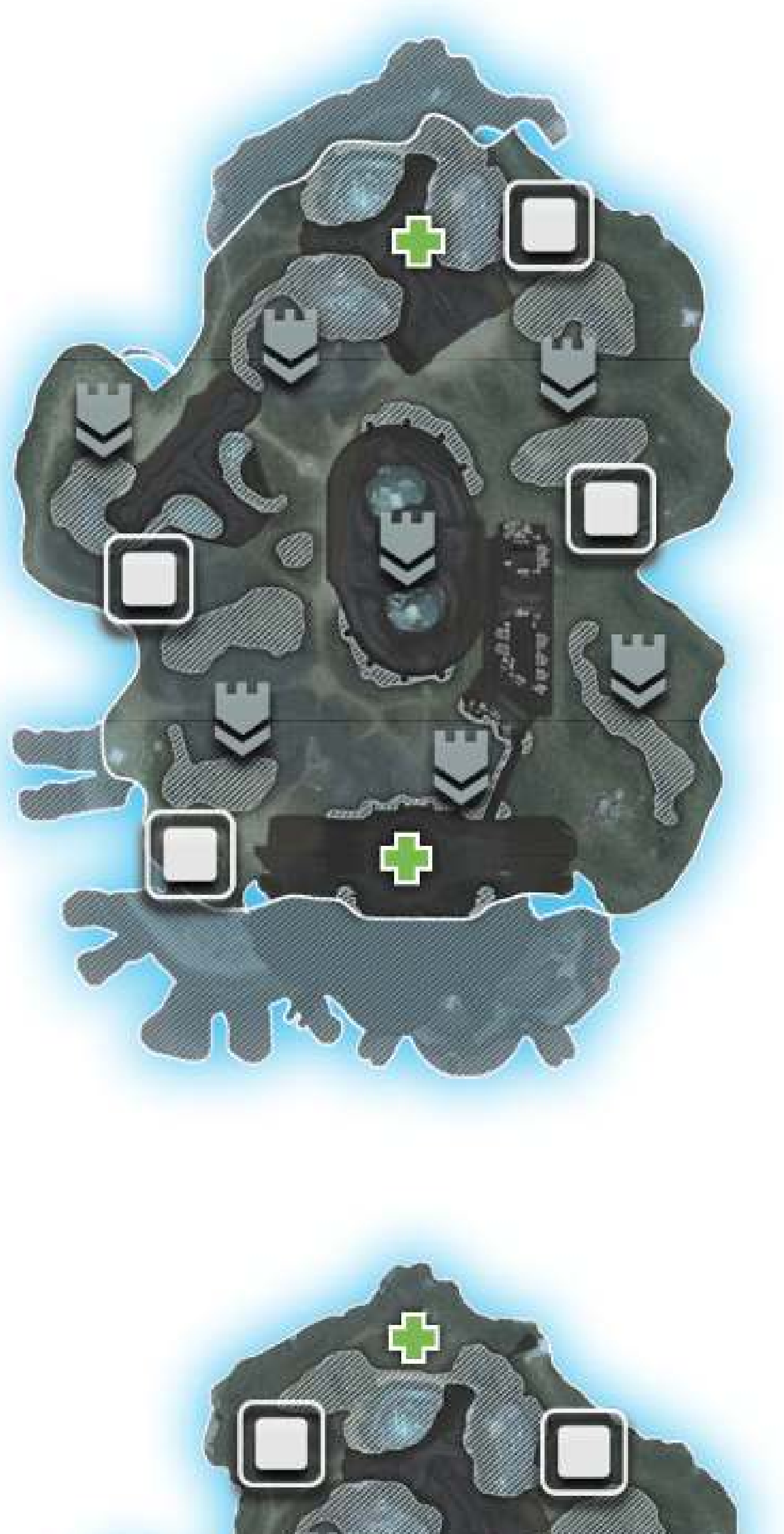

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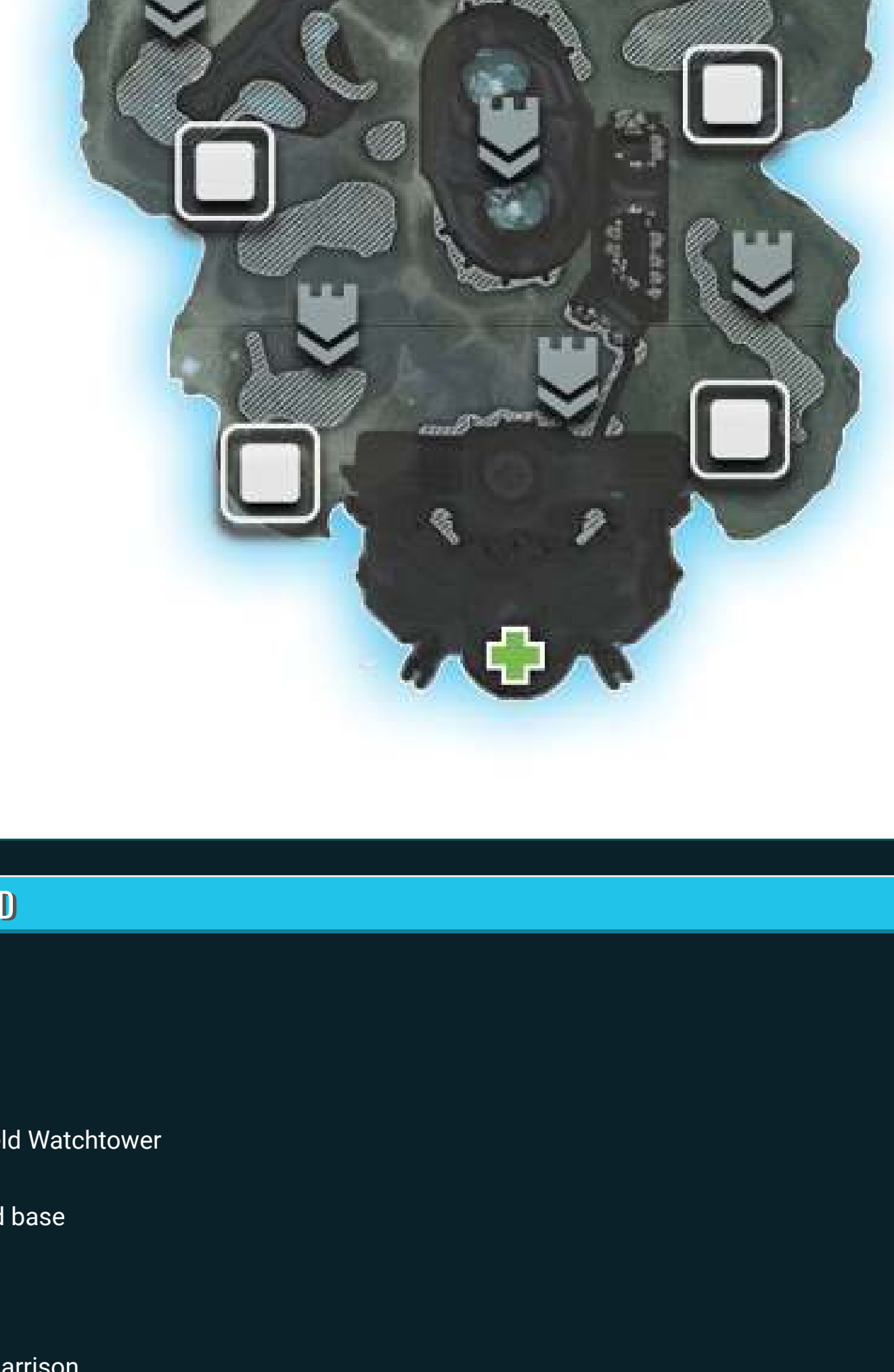
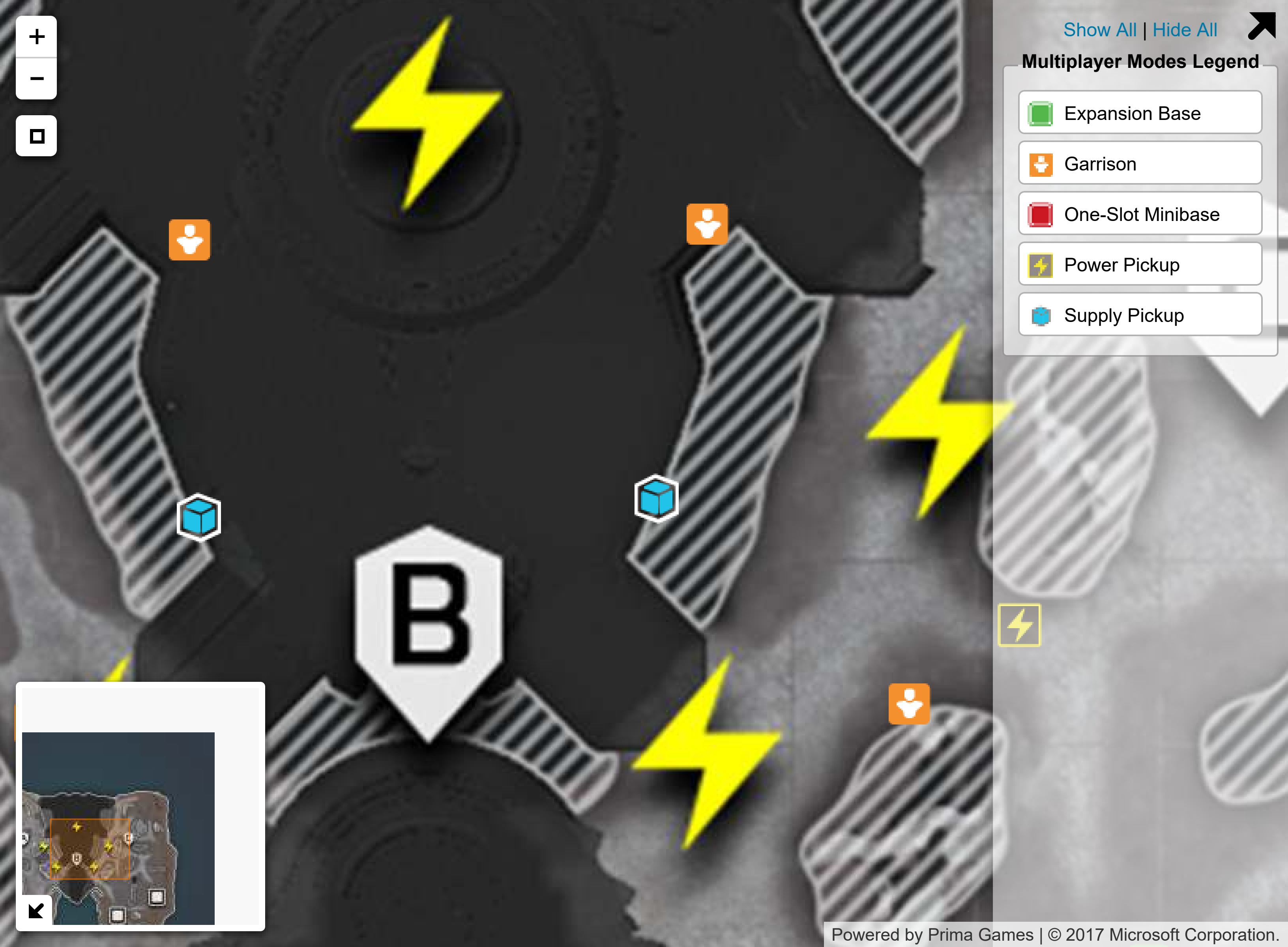


MAP LEGEND

- ▣ HQ
- ⚡ Power
- ⛉ Turret shield Watchtower
- ⛊ Stronghold base
- ● Garrison
- ● Two-Slot garrison
- ● One-Slot Minibase
- ● Two-Slot Minibase
- ● Expansion base
- ● Supply pickup
- ● Power pickup
- Ⓣ Teleporter entrance/exit
- ▨ Light barrier
- ○ Control console
- ✚ Healing pylon
- ▬ Lightbridge



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Multiplayer Modes Legend

- 🟩 Expansion Base
- Garrison
- 🟥 One-Slot Minibase
- ⚡ Power Pickup
- Supply Pickup

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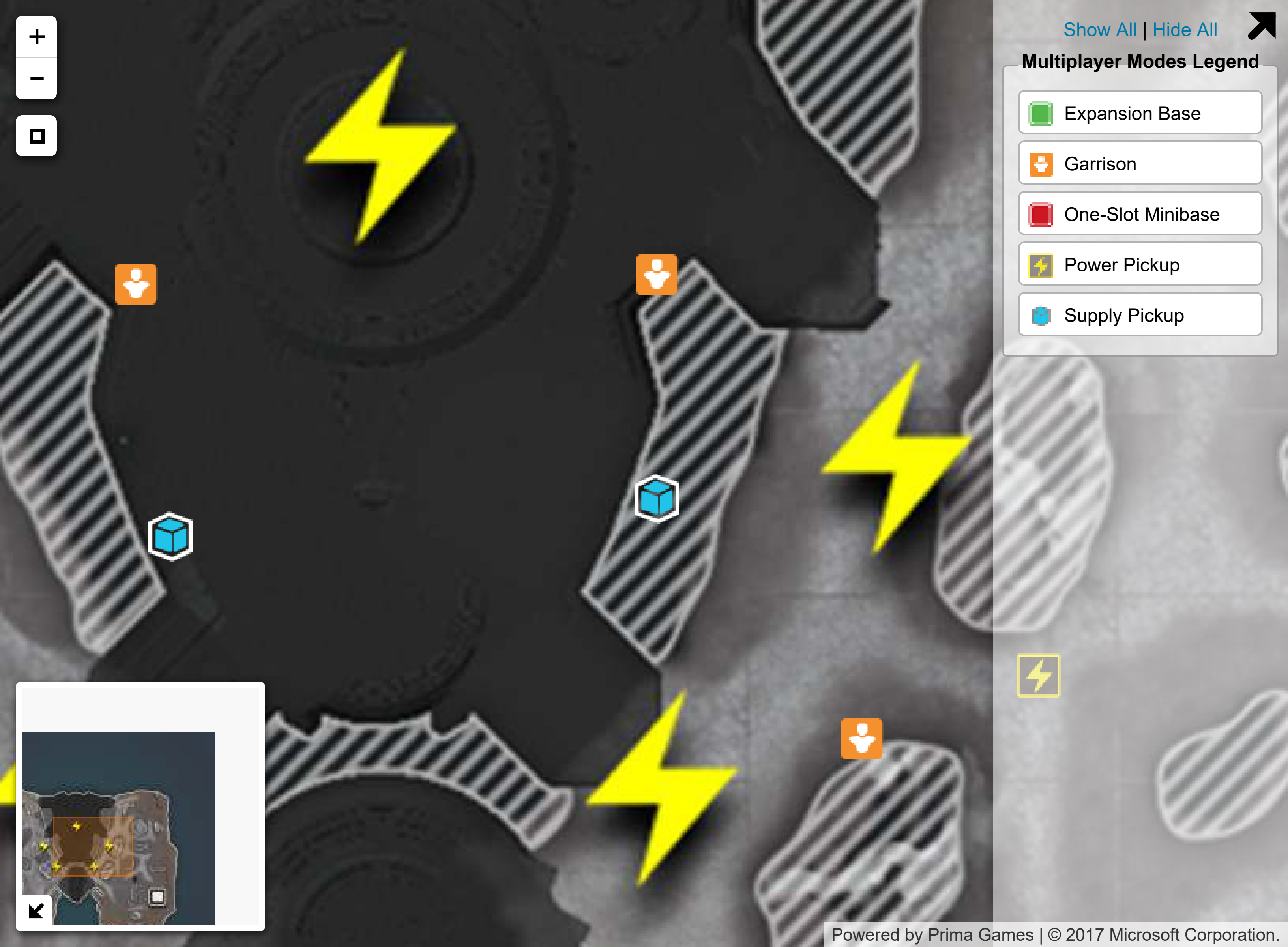
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Multiplayer Modes Legend
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Garrison
🟥 One-Slot Minibase
ϟ Power Pickup
Supply Pickup
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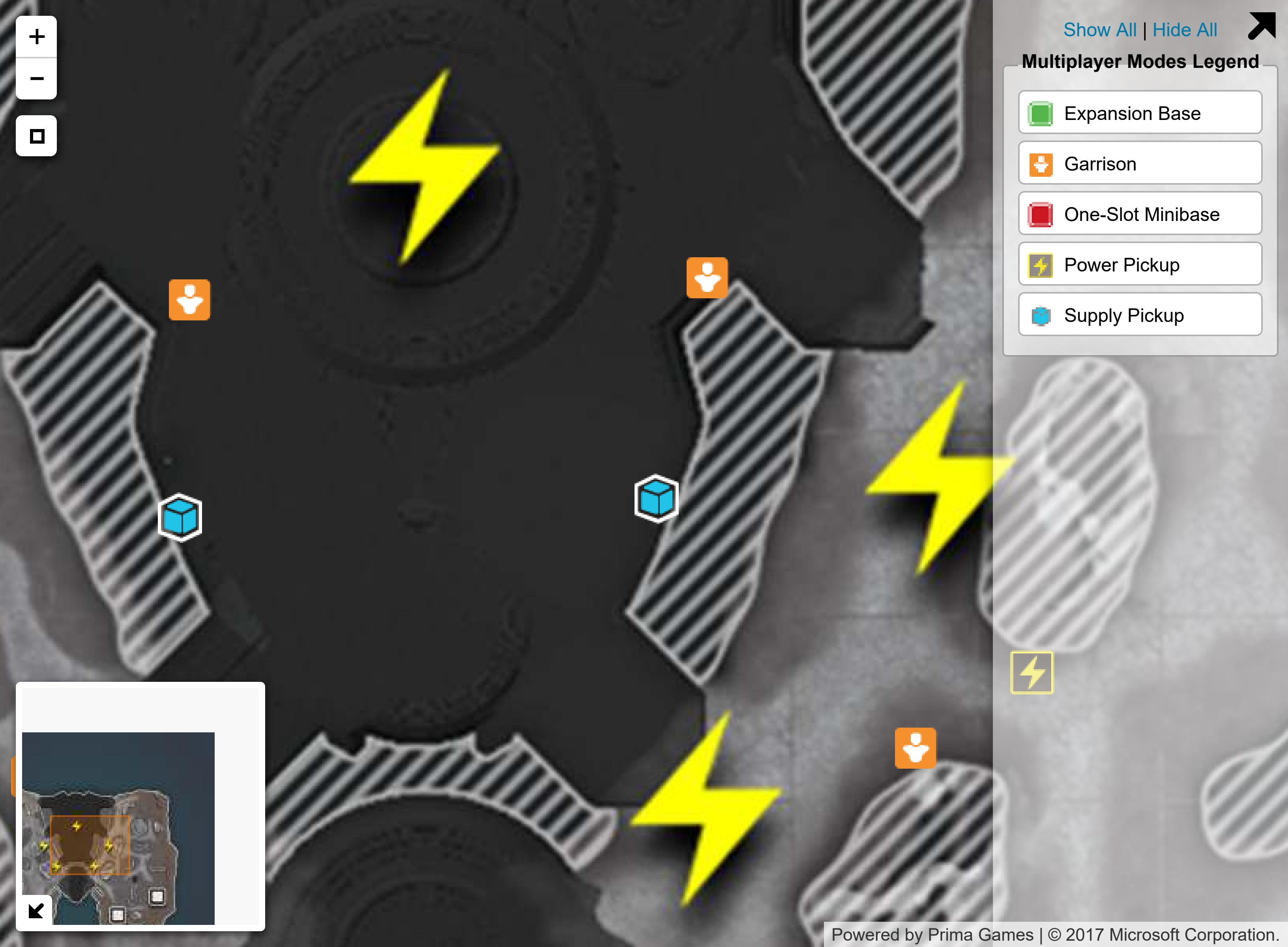
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Multiplayer Modes Legend
🟩 Expansion Base
Garrison
🟥 One-Slot Minibase
Power Pickup
Supply Pickup

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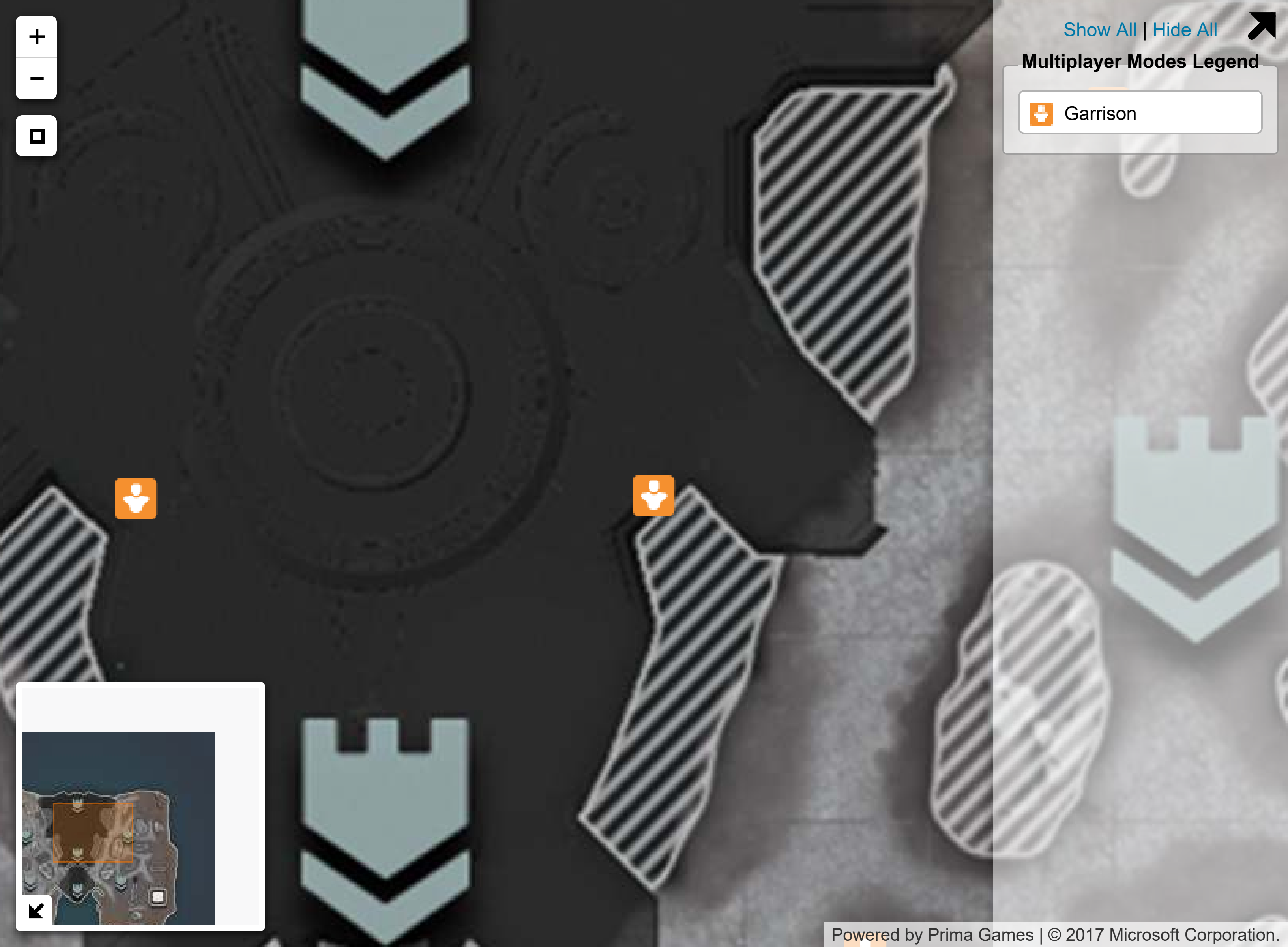
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Multiplayer Modes Legend
Garrison
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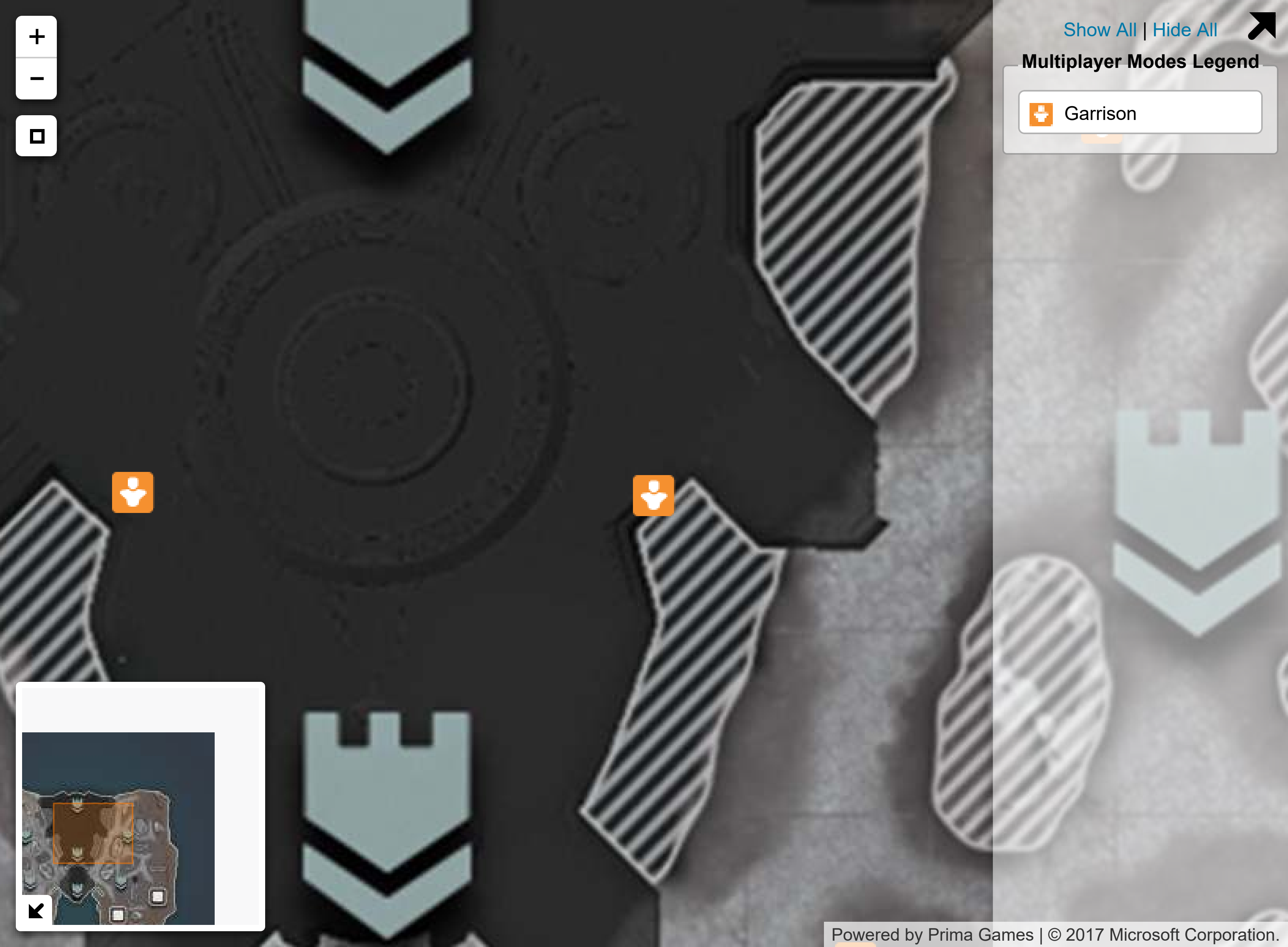
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Multiplayer Modes Legend
Garrison

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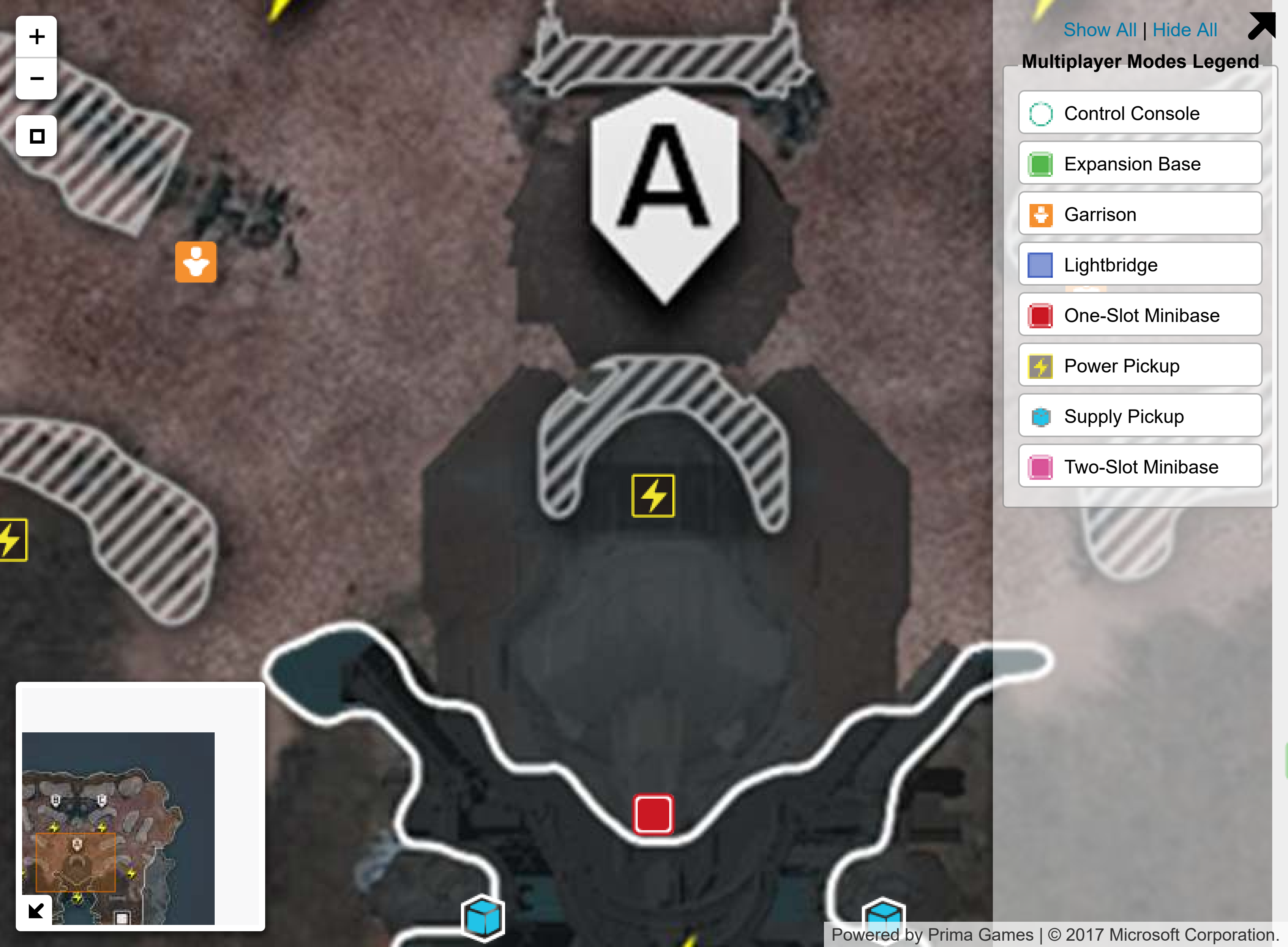

Multiplayer Modes Legend

- ○ Control Console
- 🟩 Expansion Base
- 🟧 Garrison
- 🟦 Lightbridge
- 🟥 One-Slot Minibase
- ⚡ Power Pickup
- ● Supply Pickup
- 🟪 Two-Slot Minibase

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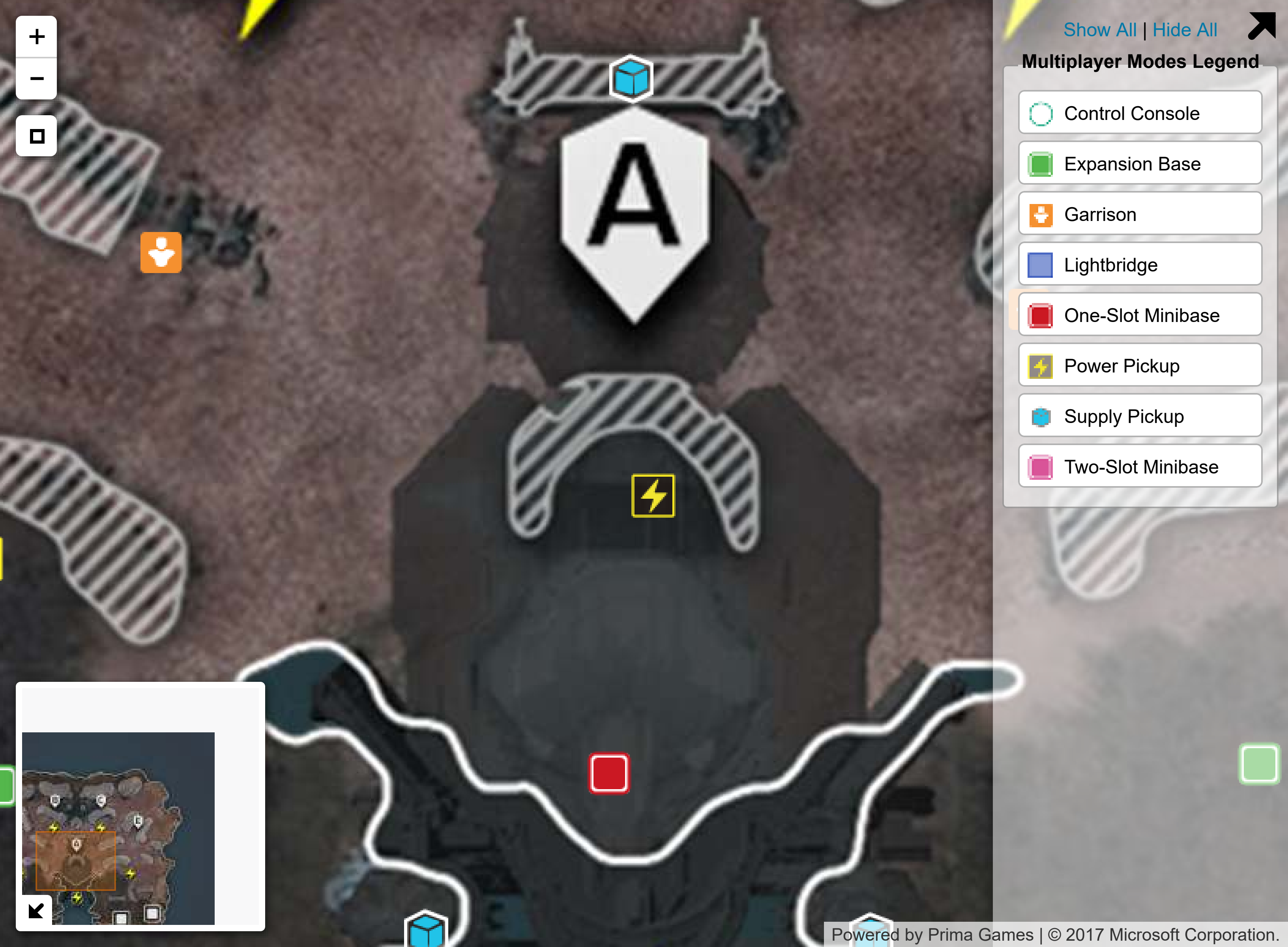
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Multiplayer Modes Legend
Control Console
Expansion Base
Garrison
Lightbridge
One-Slot Minibase
Power Pickup
Supply Pickup
Two-Slot Minibase
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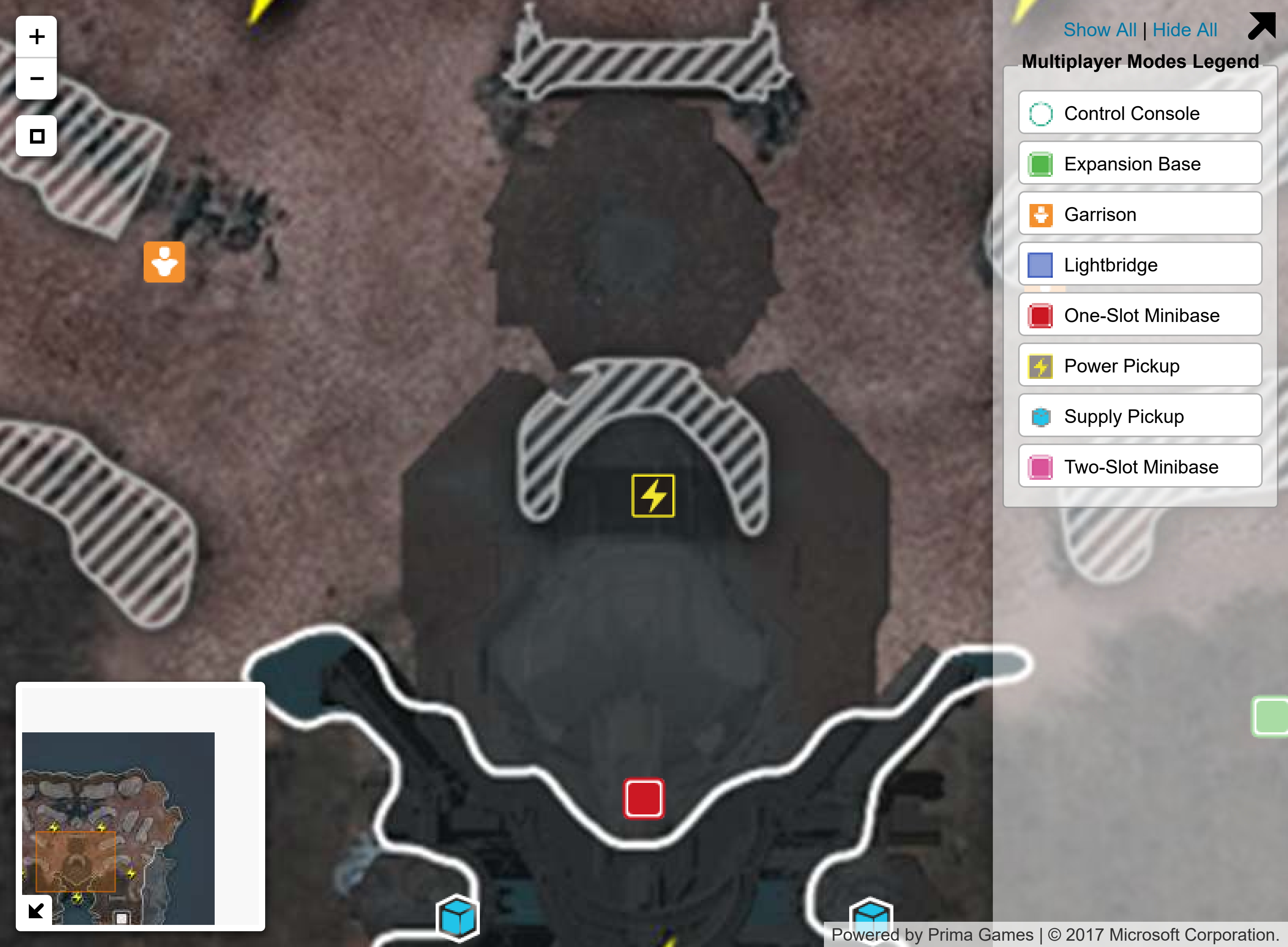
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Control Console
Expansion Base
Garrison
Lightbridge
One-Slot Minibase
Power Pickup
Supply Pickup
Two-Slot Minibase
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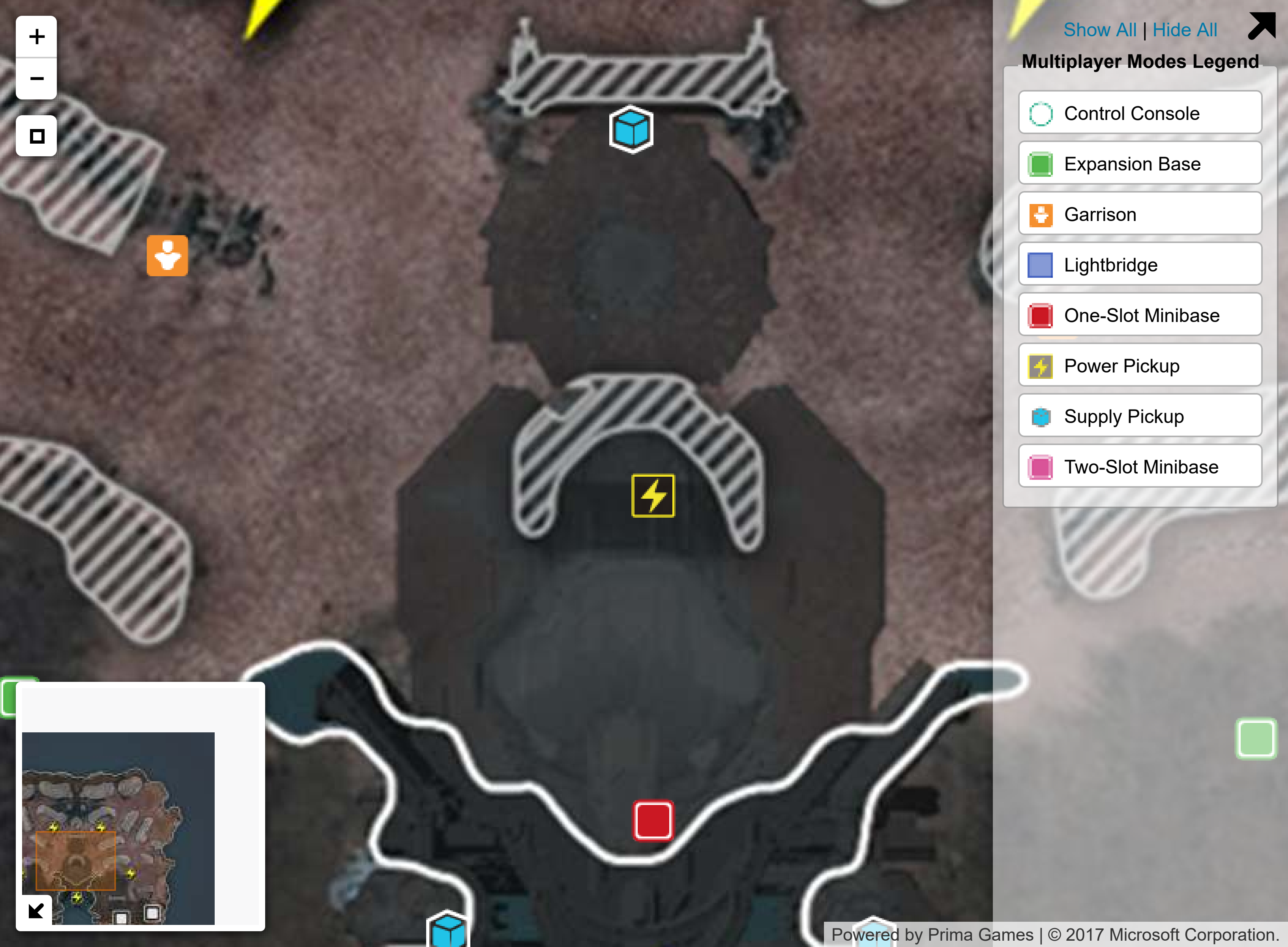
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Garrison
Lightbridge
One-Slot Minibase
Power Pickup
Supply Pickup
Two-Slot Minibase
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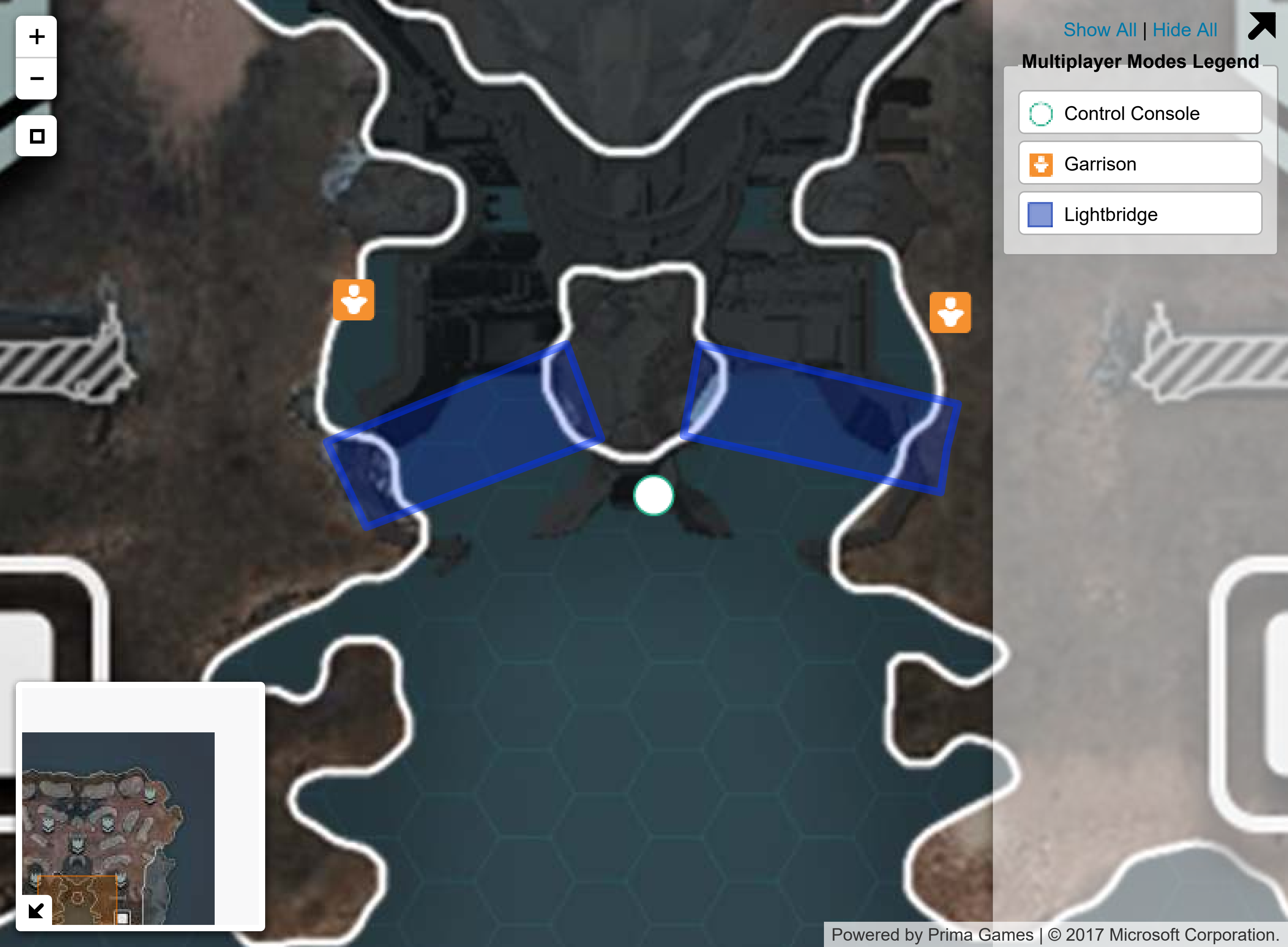
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Multiplayer Modes Legend
○ Control Console
🟧 Garrison
🟦 Lightbridge

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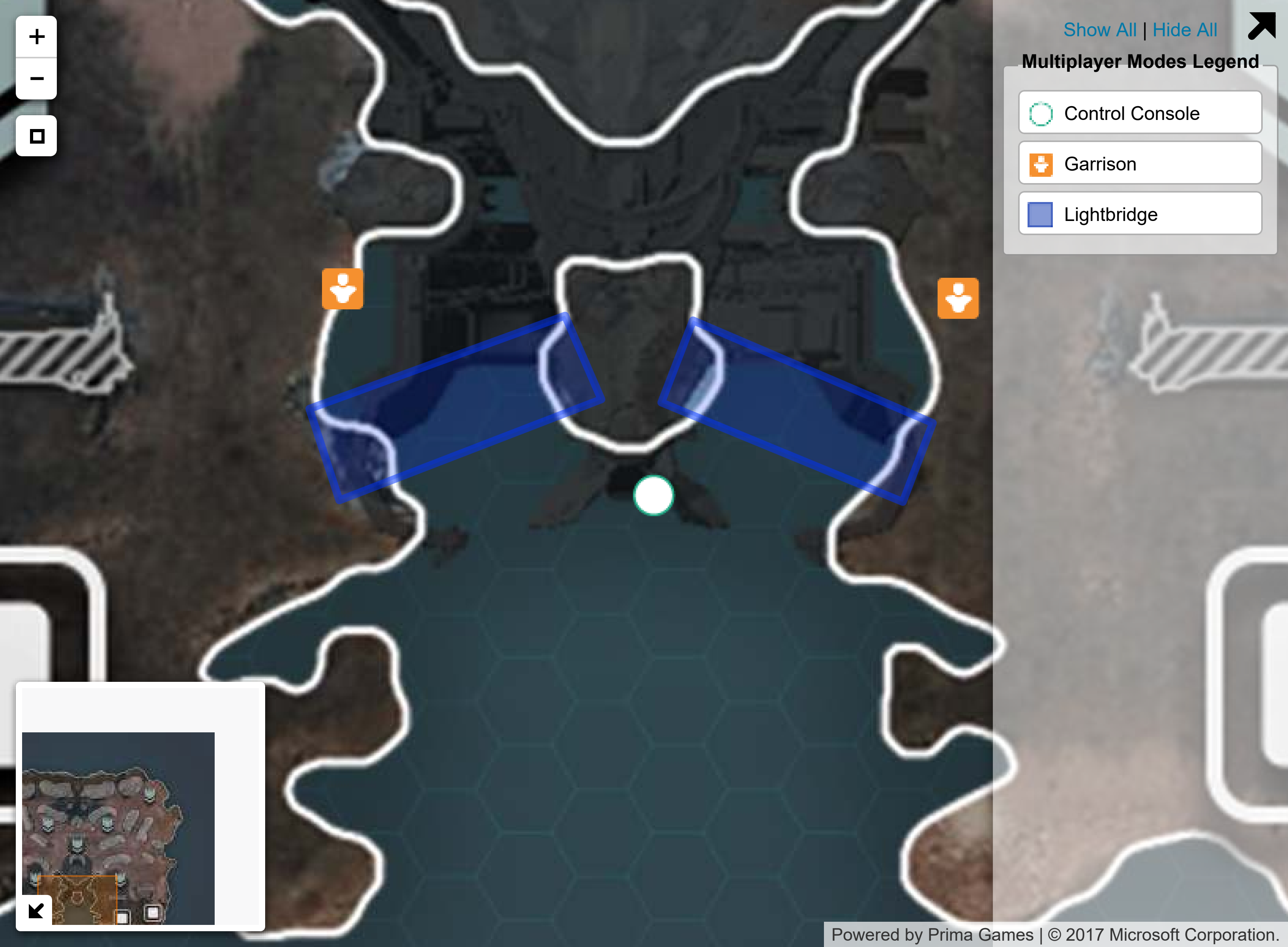
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Multiplayer Modes Legend

- ○ Control Console
- ▨ Garrison
- 🟦 Lightbridge

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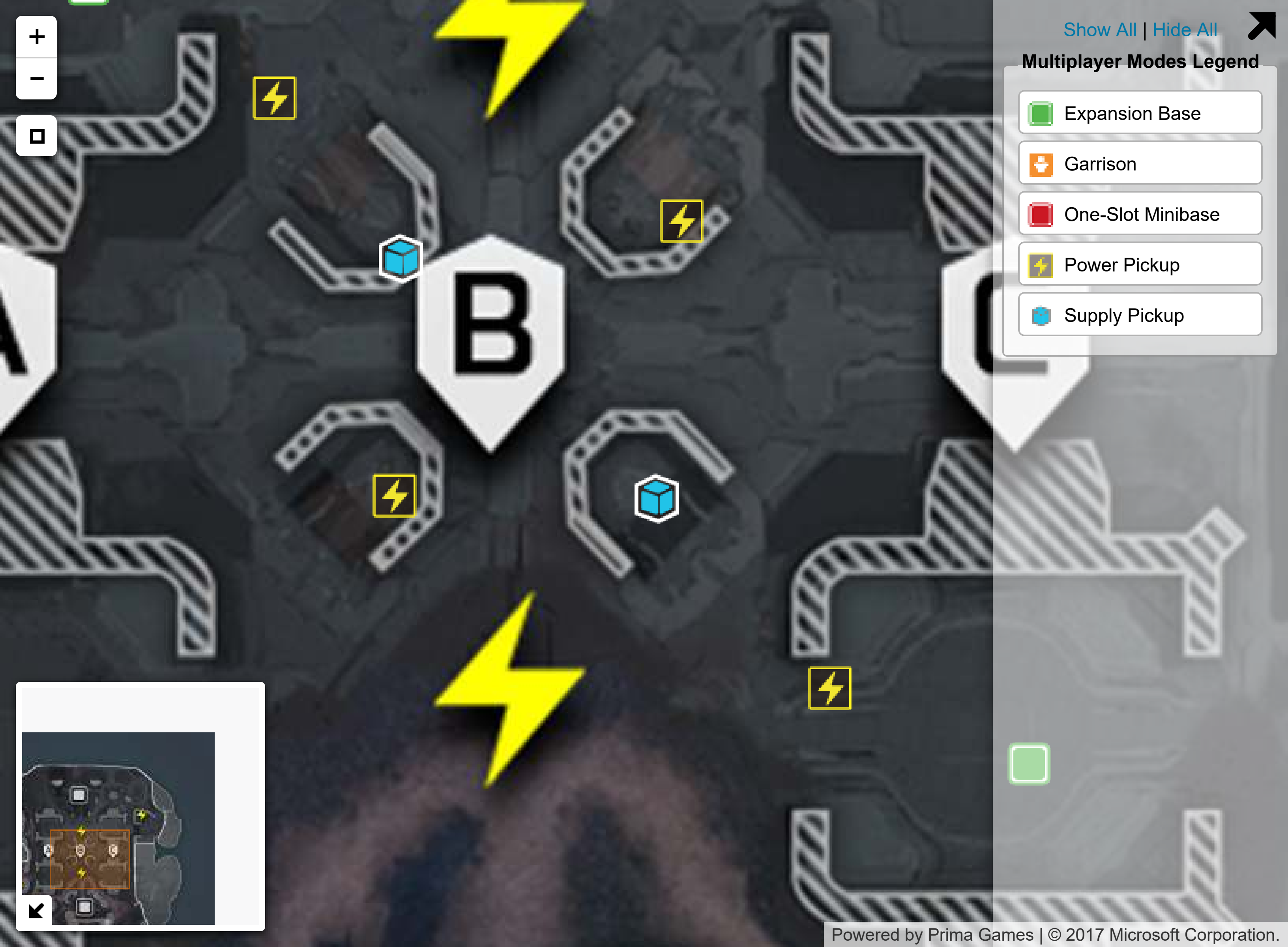
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Multiplayer Modes Legend
Expansion Base
Garrison
One-Slot Minibase
Power Pickup
Supply Pickup
A
B
C

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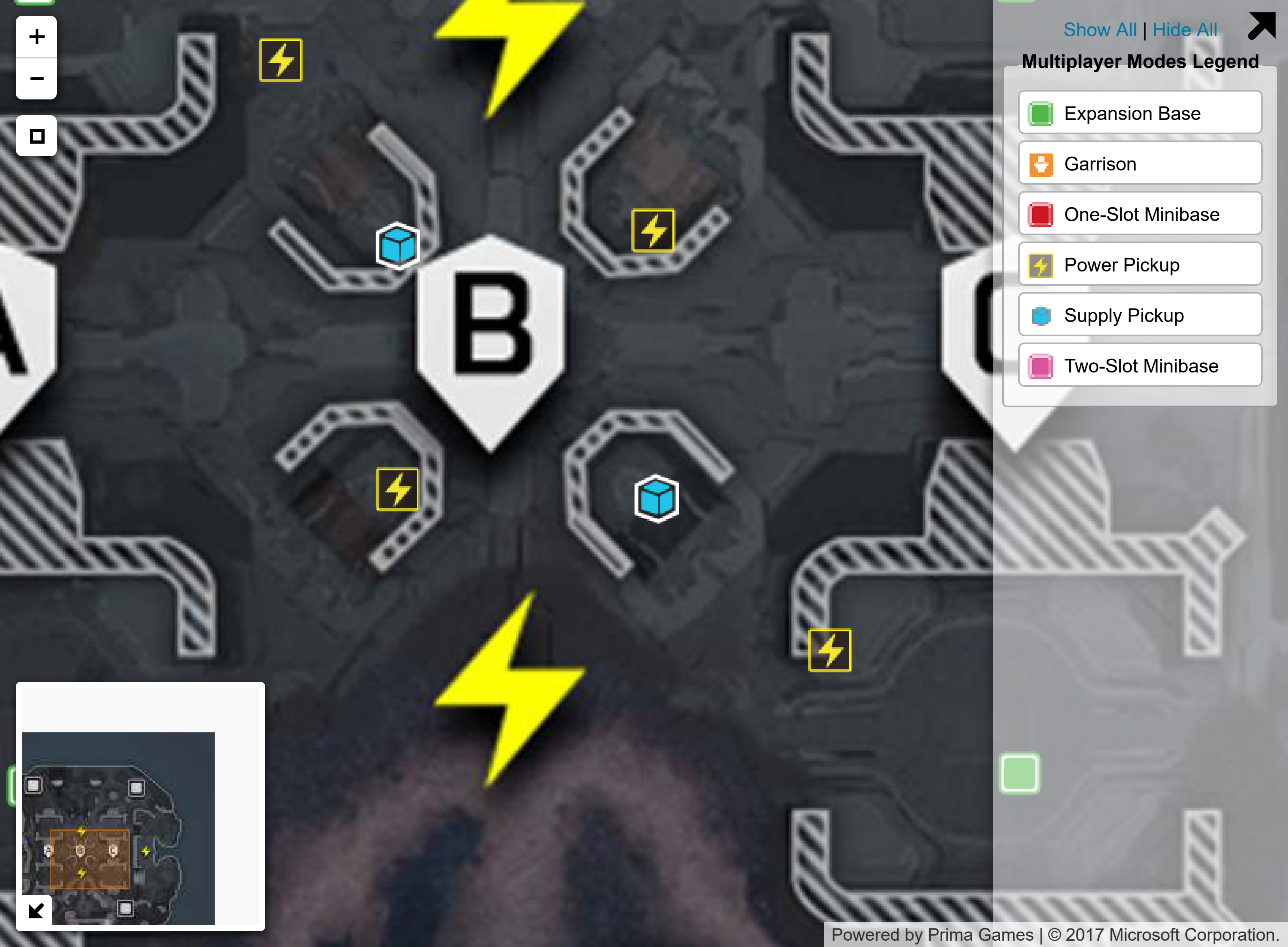
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Multiplayer Modes Legend
🟩 Expansion Base
Garrison
🟥 One-Slot Minibase
⚡ Power Pickup
Supply Pickup
🟪 Two-Slot Minibase
A
B
C

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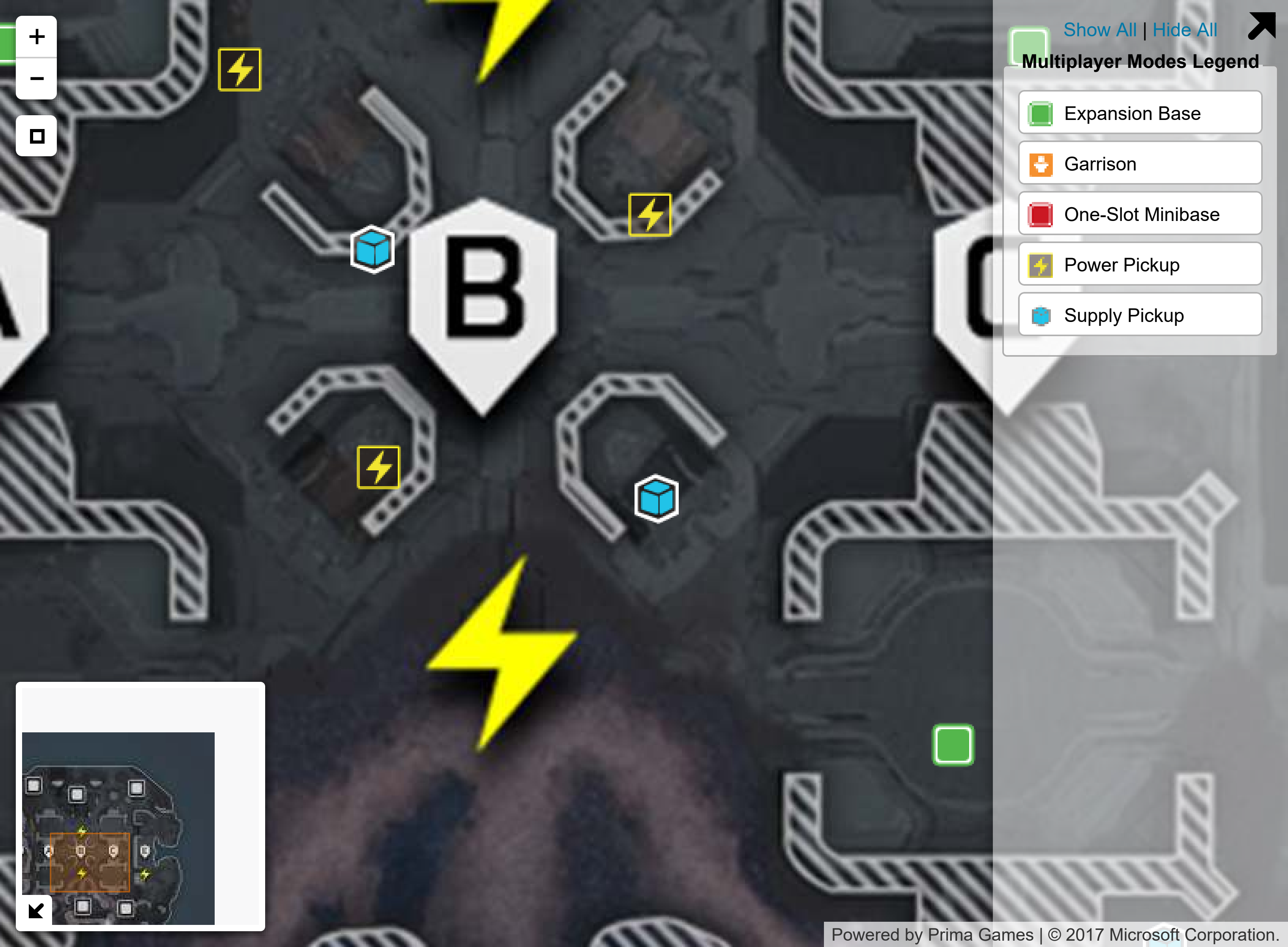
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Garrison
🟥 One-Slot Minibase
Power Pickup
Supply Pickup
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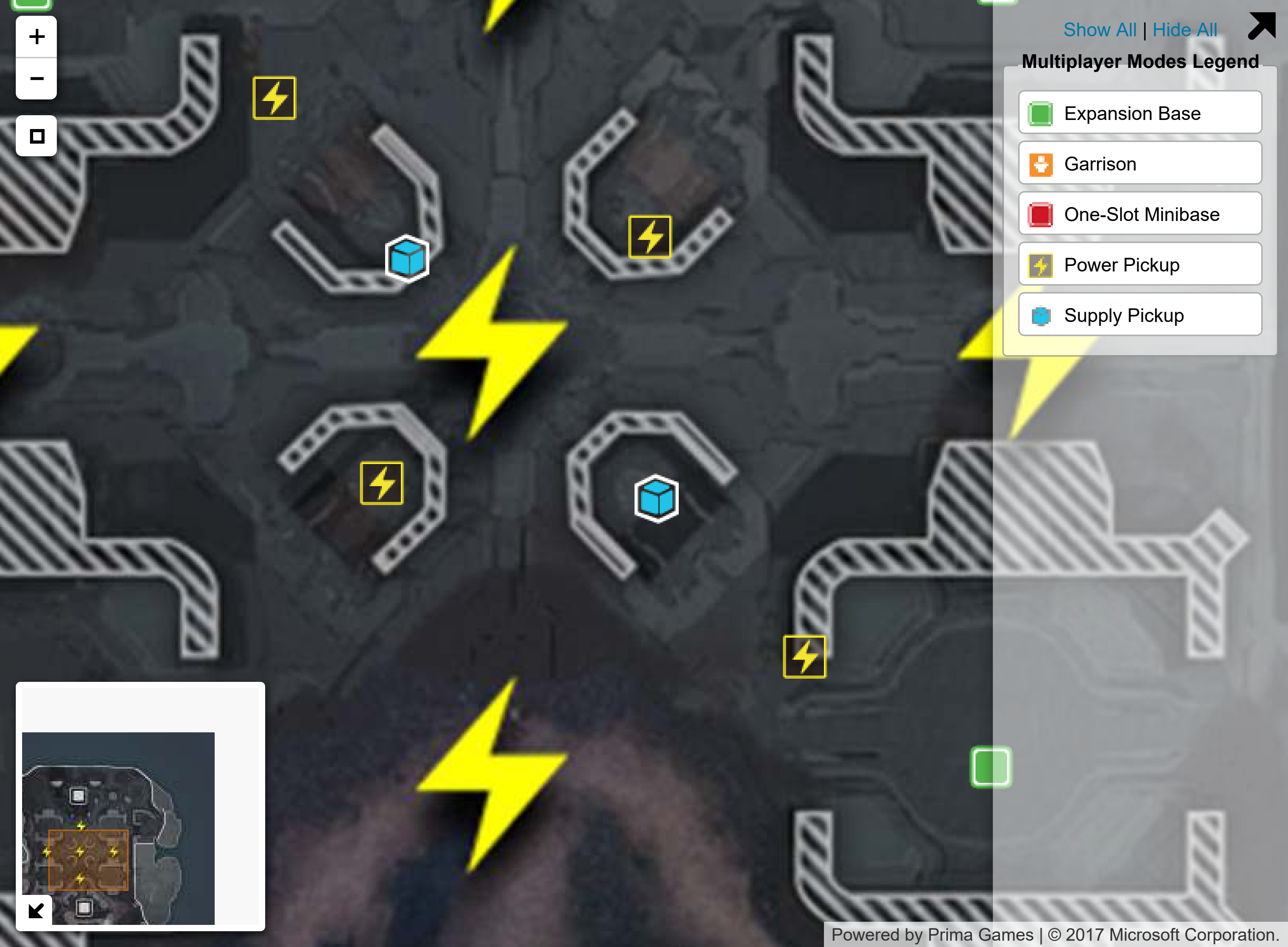

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Multiplayer Modes Legend

- 🟩 Expansion Base
- 🟧 Garrison
- 🟥 One-Slot Minibase
- ⚡ Power Pickup
- Supply Pickup

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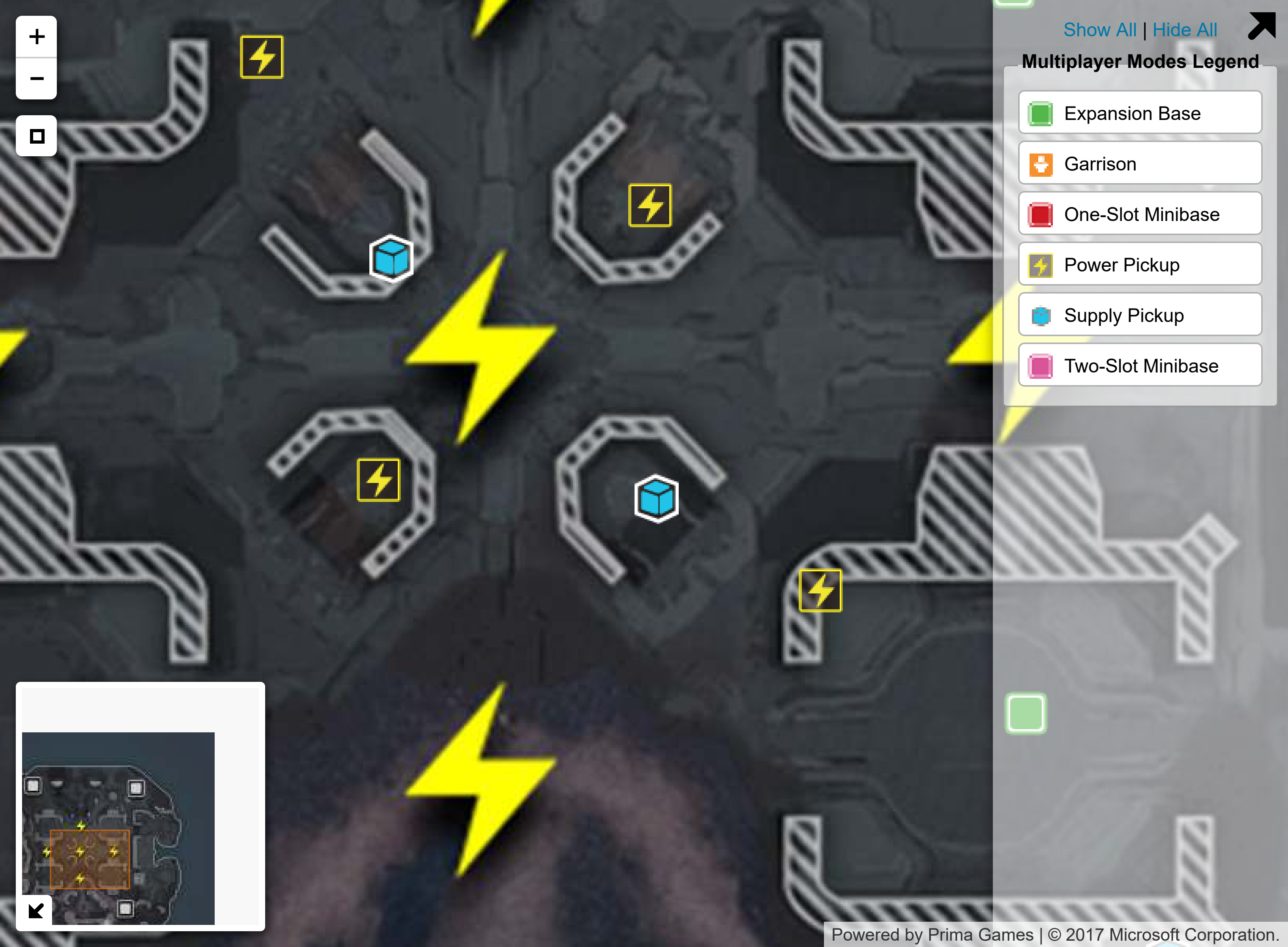
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Multiplayer Modes Legend
🟩 Expansion Base
Garrison
🟥 One-Slot Minibase
Power Pickup
Supply Pickup
Two-Slot Minibase

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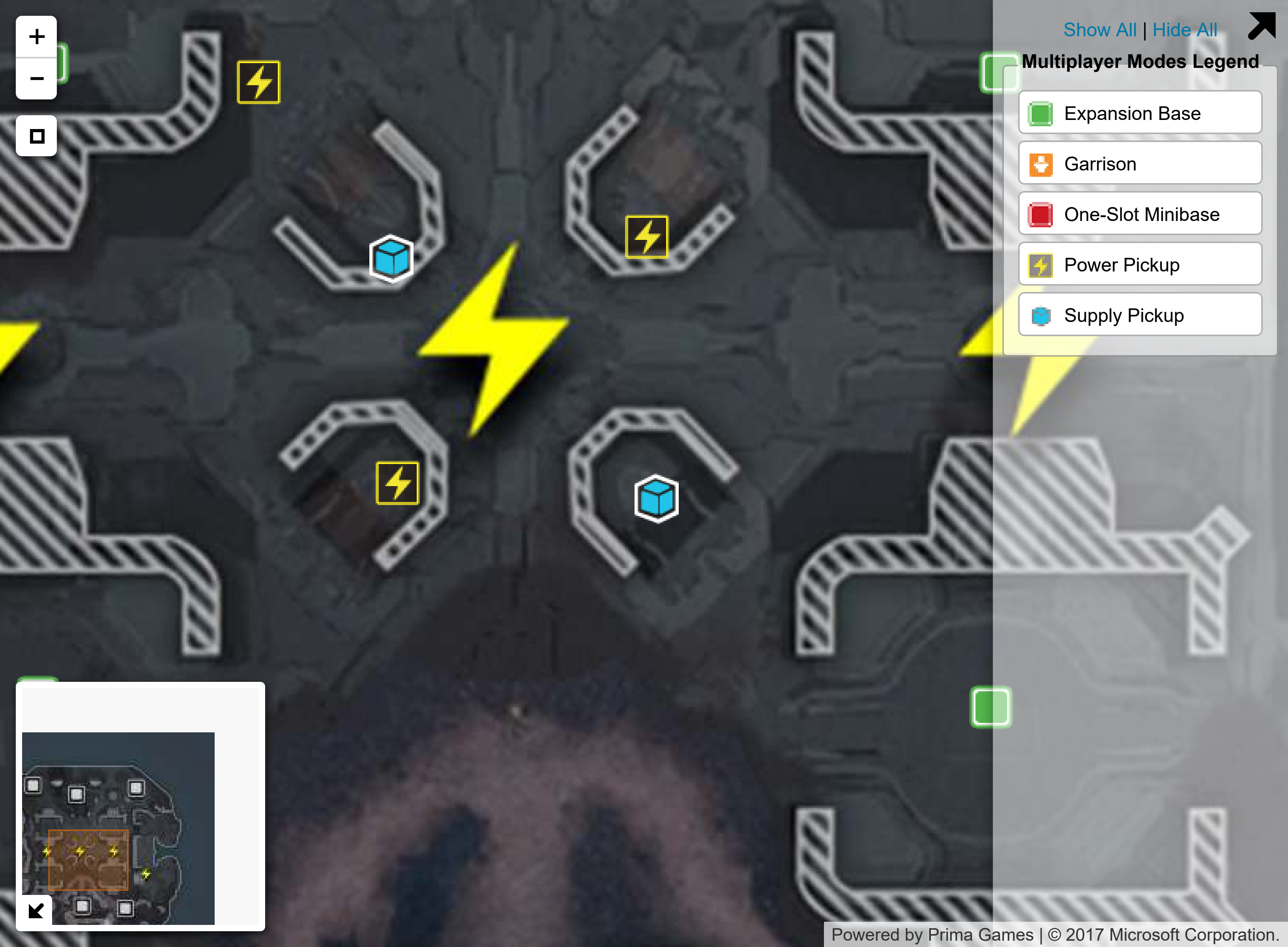

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Multiplayer Modes Legend

- 🟩 Expansion Base
- 🟧 Garrison
- 🟥 One-Slot Minibase
- ⚡ Power Pickup
- ■ Supply Pickup

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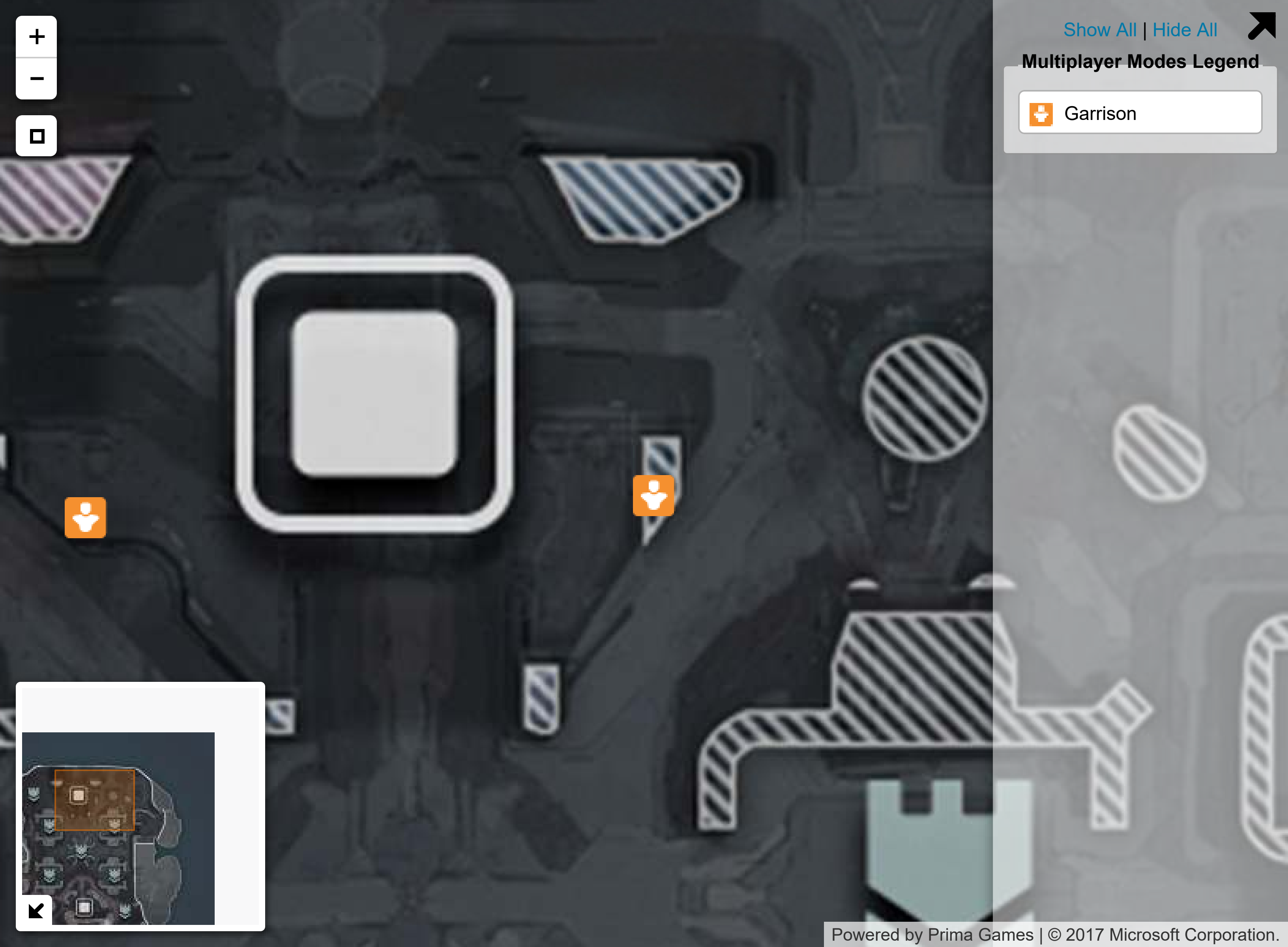
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Multiplayer Modes Legend
Garrison

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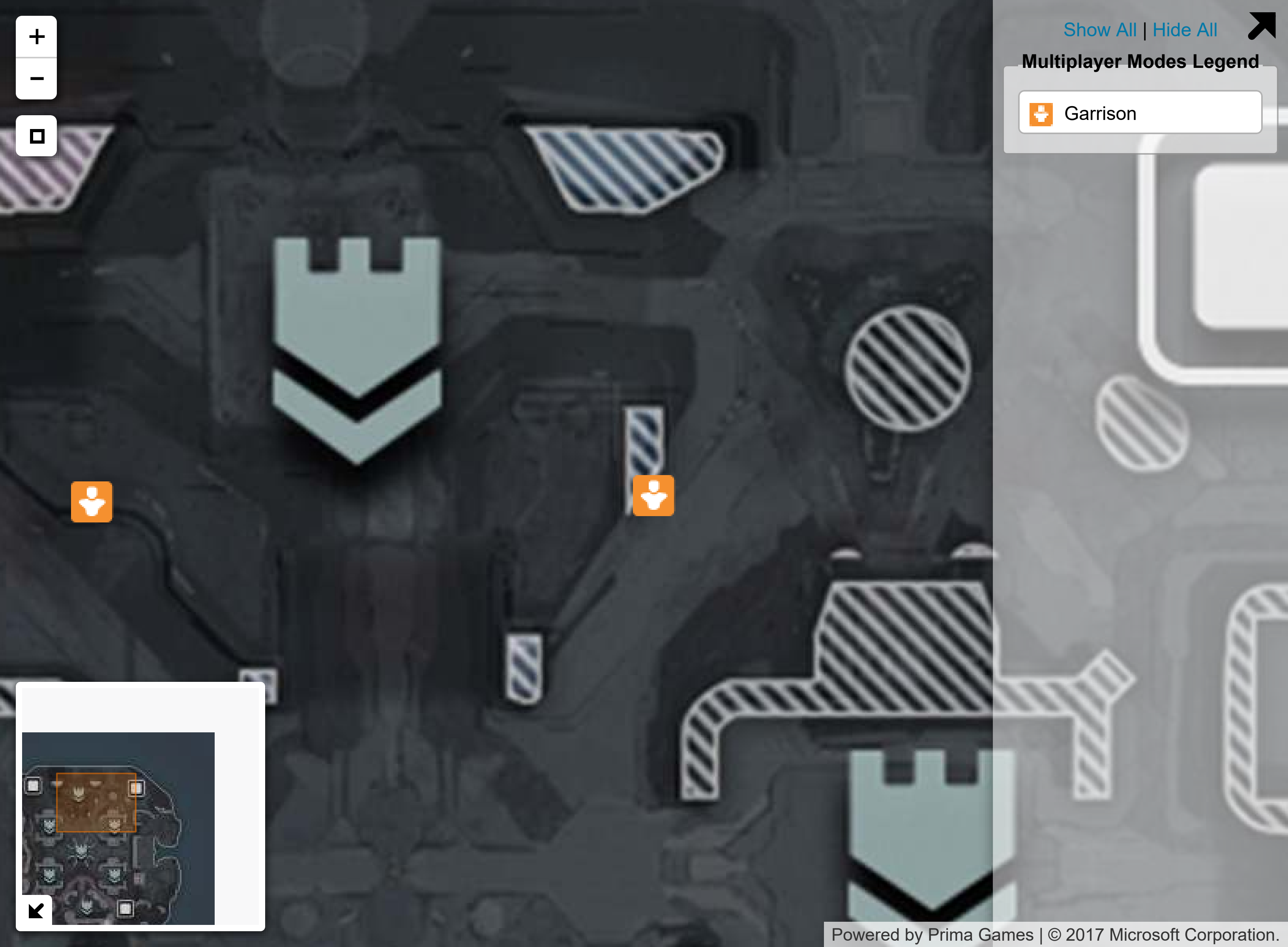
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Multiplayer Modes Legend
Garrison
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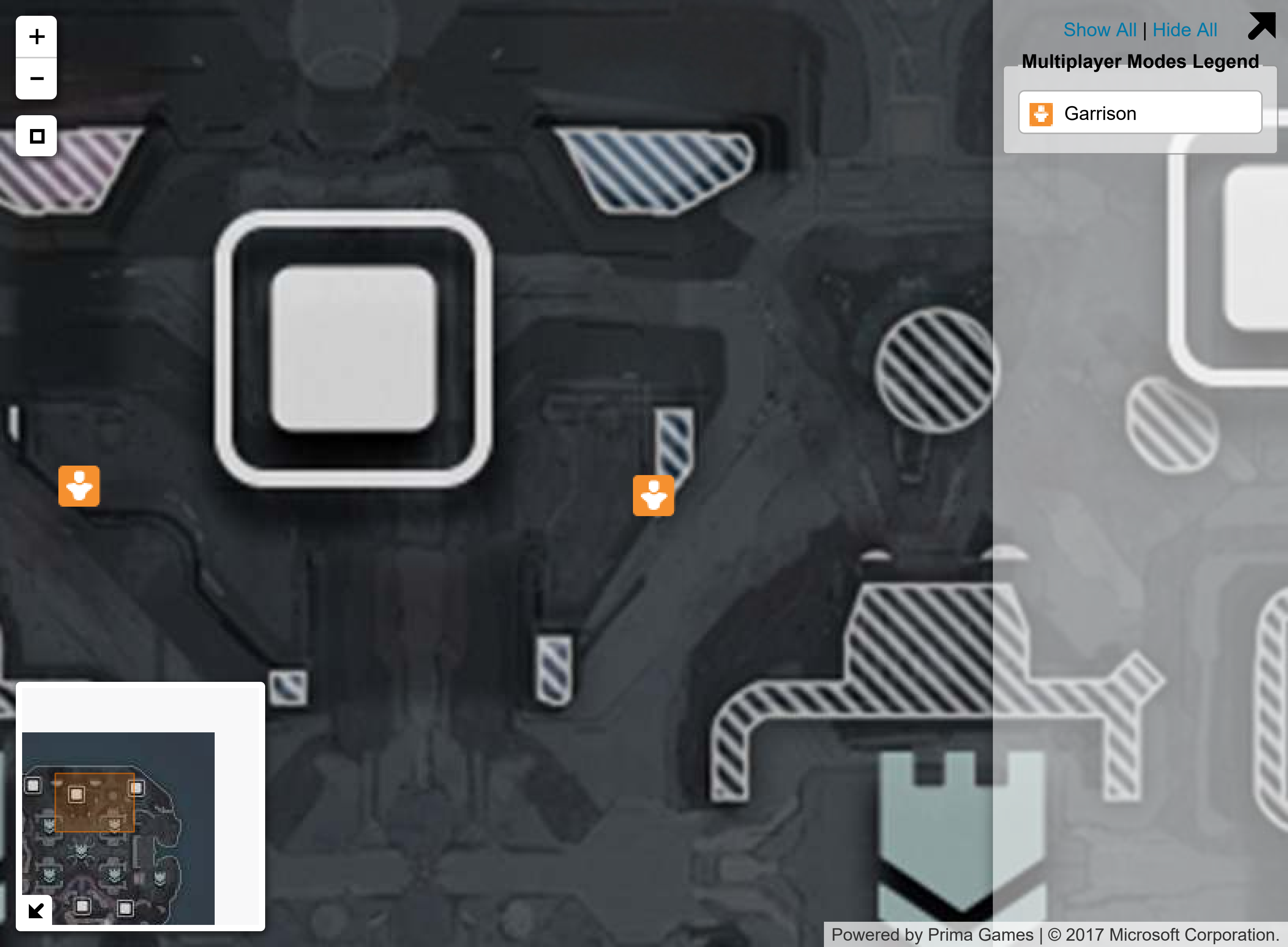
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Multiplayer Modes Legend
Garrison

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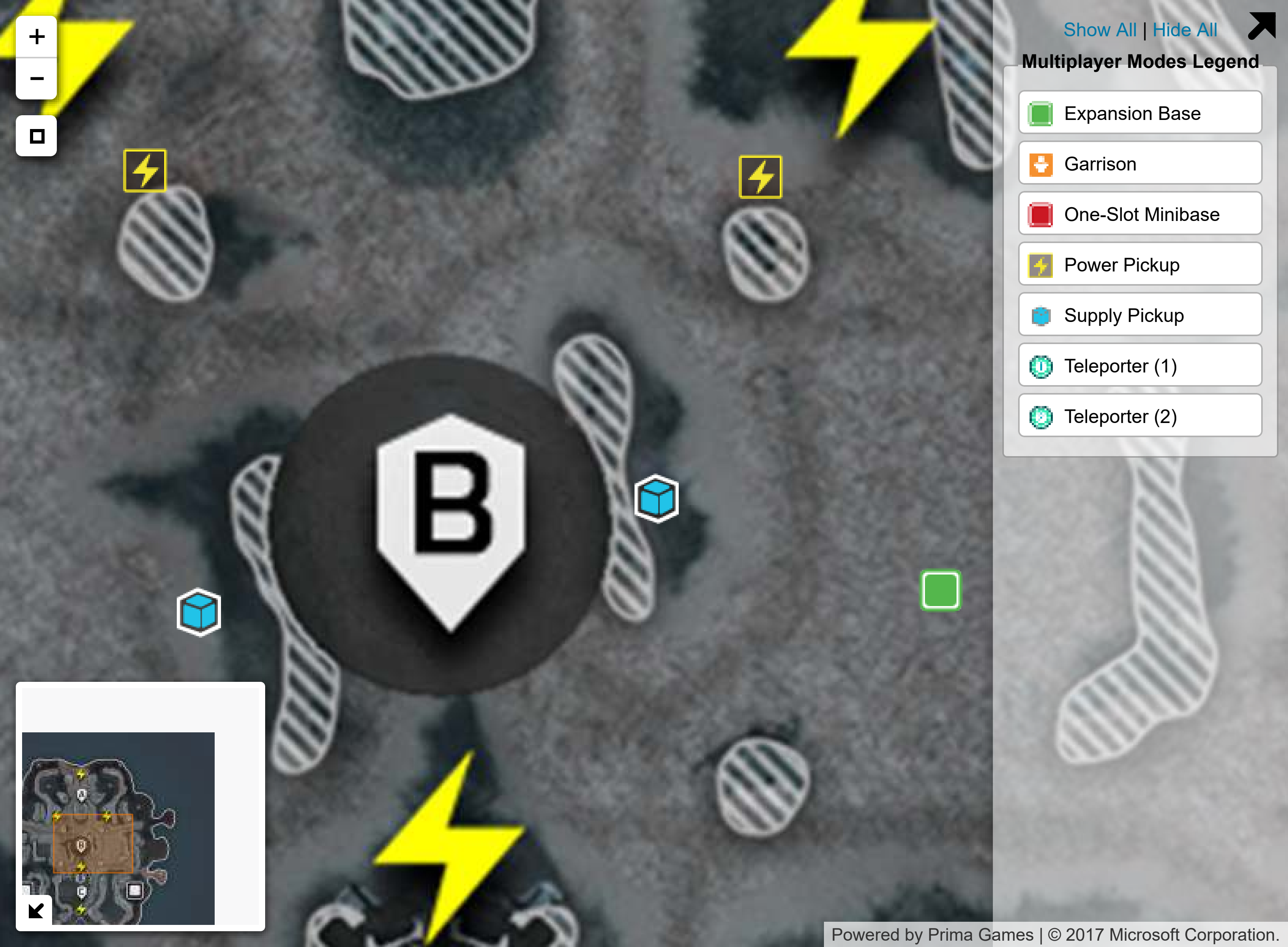
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Multiplayer Modes Legend
🟩 Expansion Base
Garrison
🟥 One-Slot Minibase
Power Pickup
Supply Pickup
Teleporter (1)
Teleporter (2)
B

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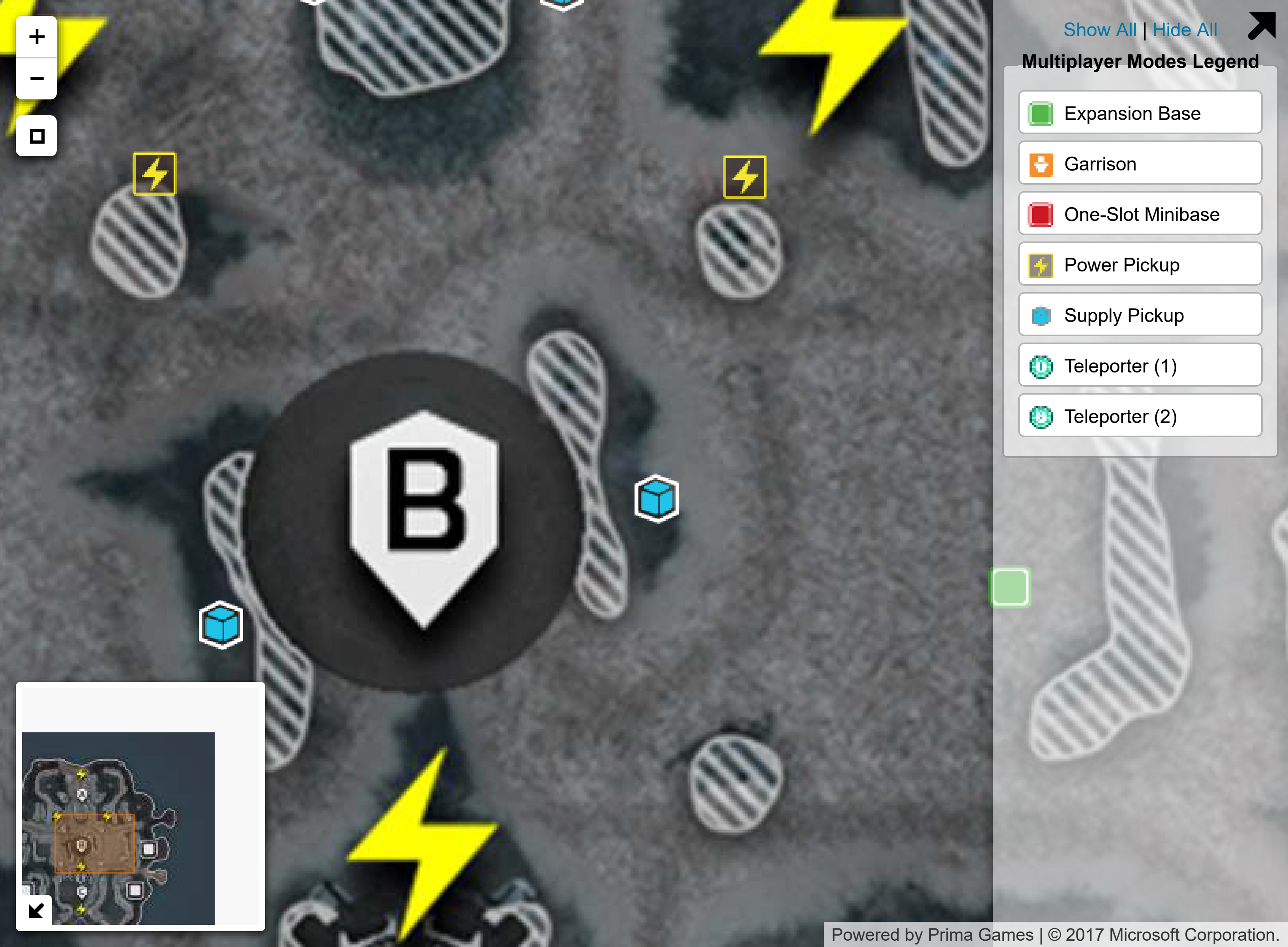
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Multiplayer Modes Legend
Expansion Base
Garrison
One-Slot Minibase
Power Pickup
Supply Pickup
Teleporter (1)
Teleporter (2)
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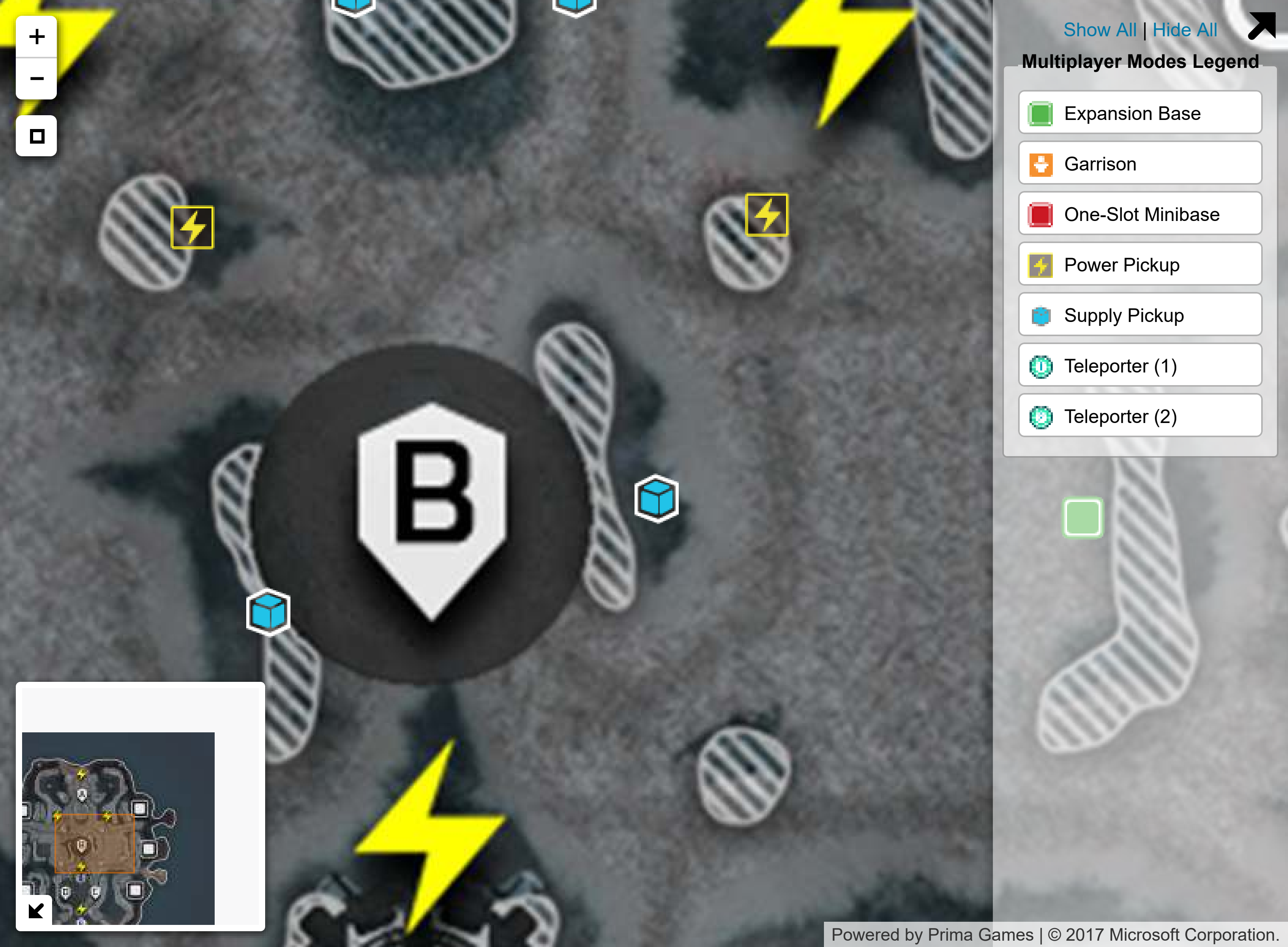
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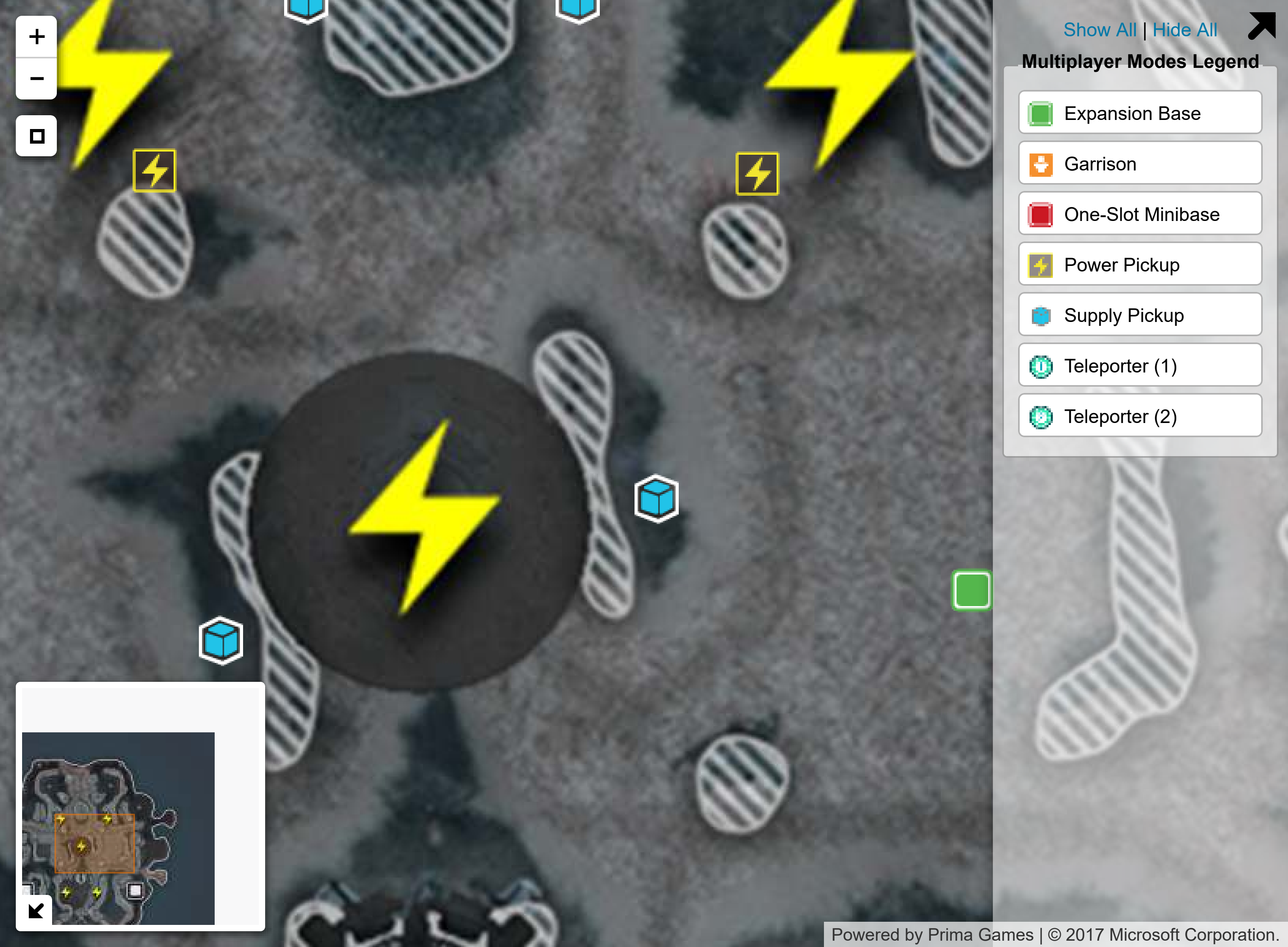
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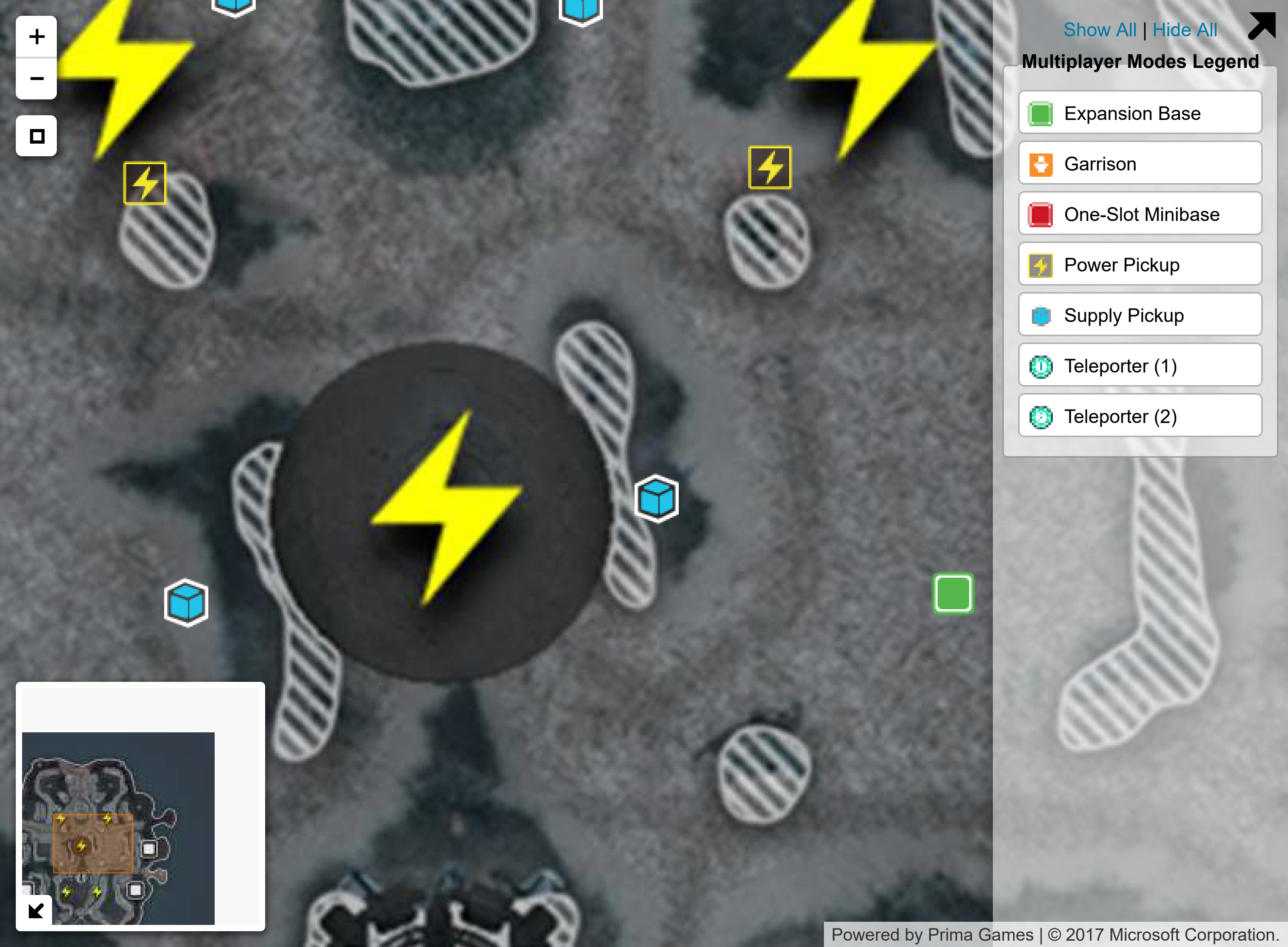

Multiplayer Modes Legend

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- 🟧 Garrison
- 🟥 One-Slot Minibase
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- ⬢ Supply Pickup
- ◎ Teleporter (1)
- ◎ Teleporter (2)

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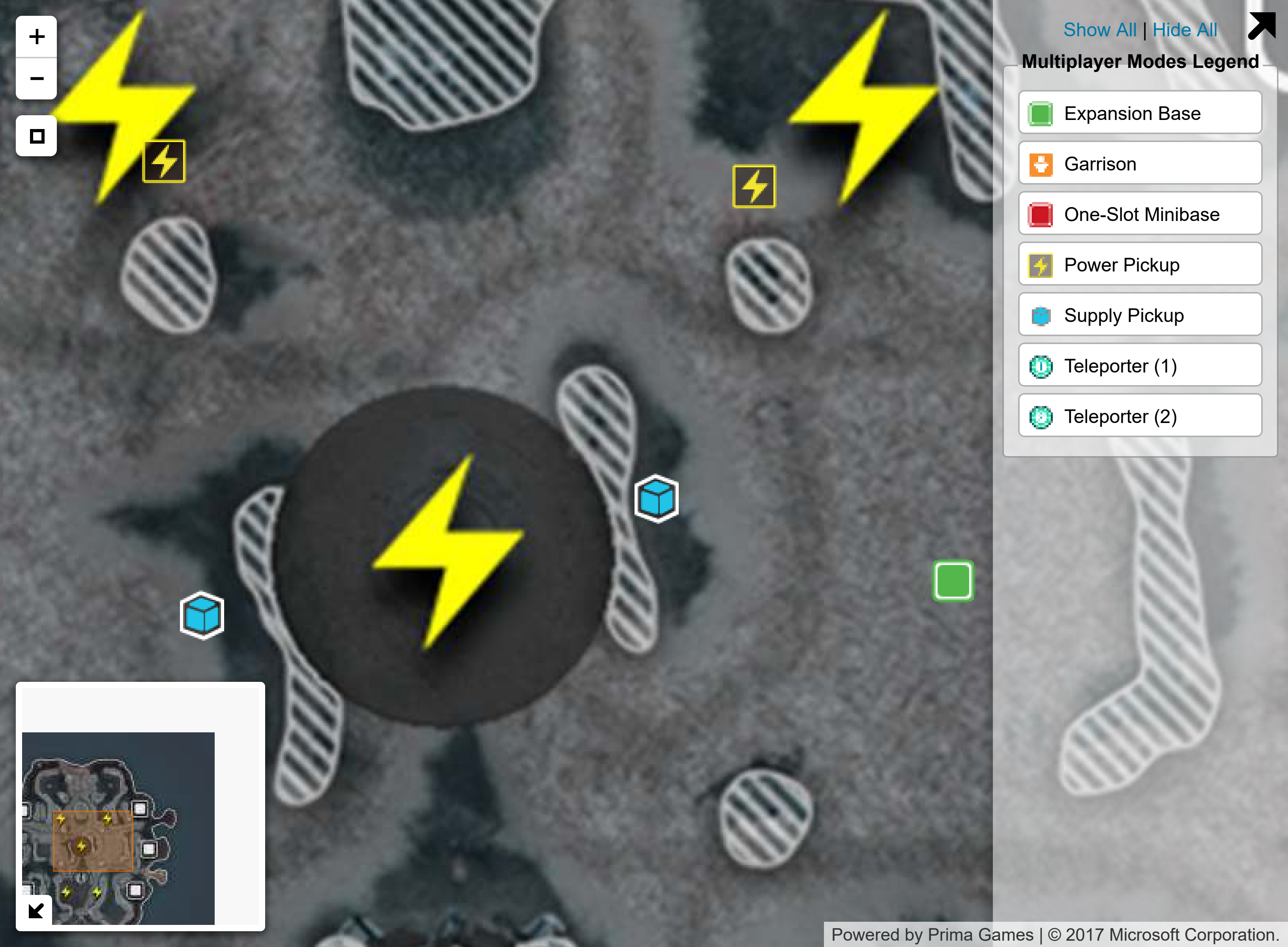
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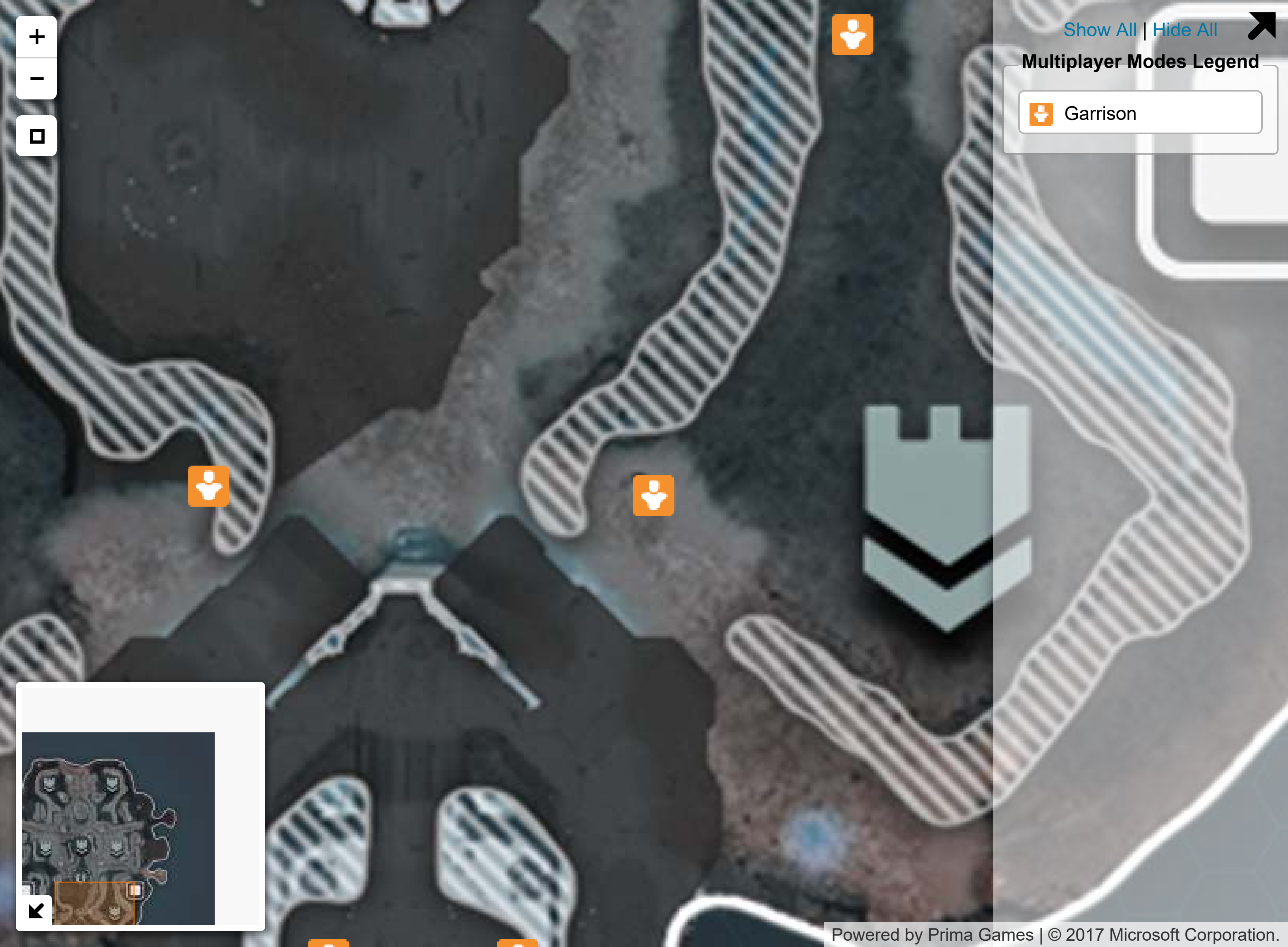
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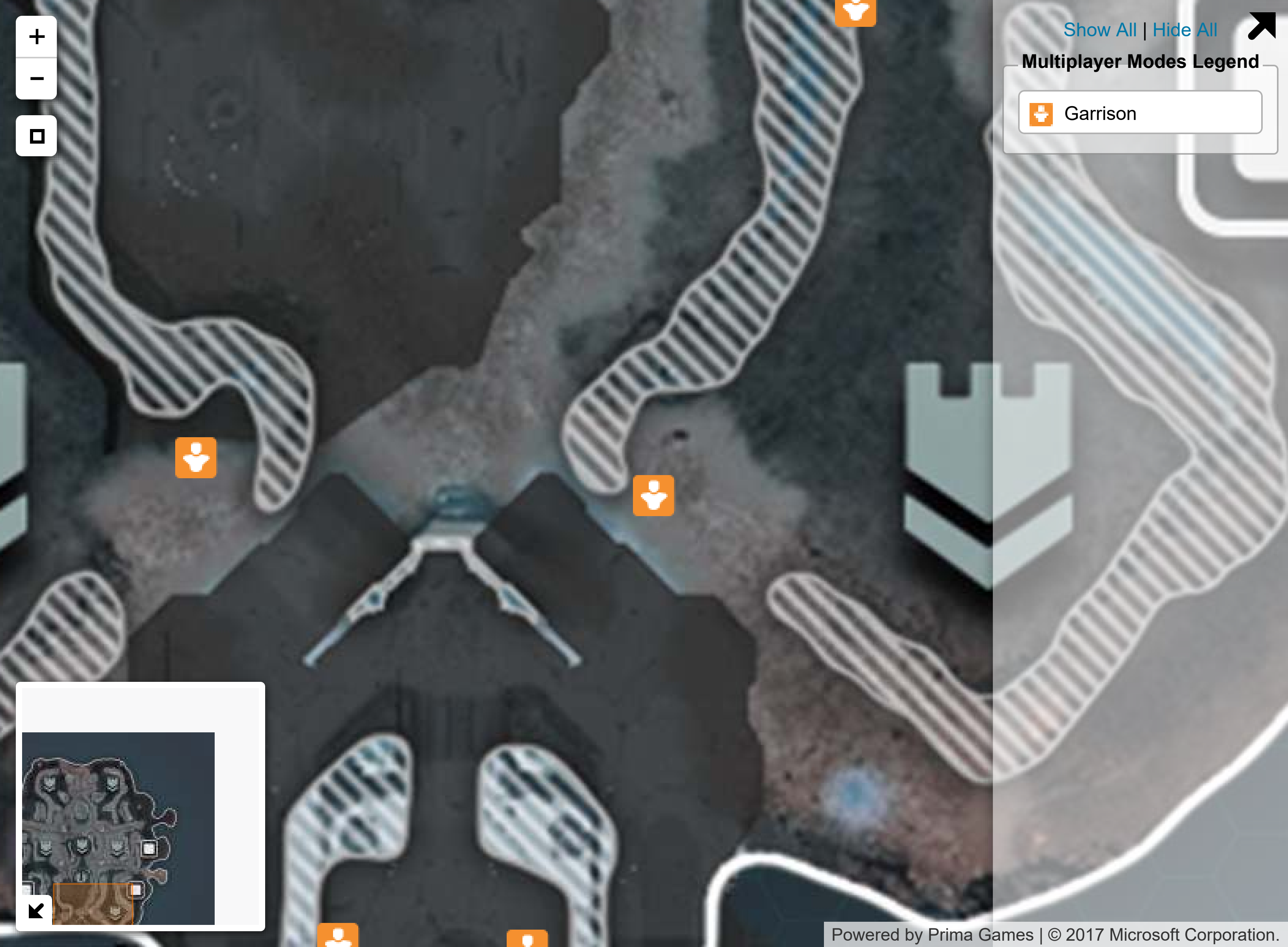
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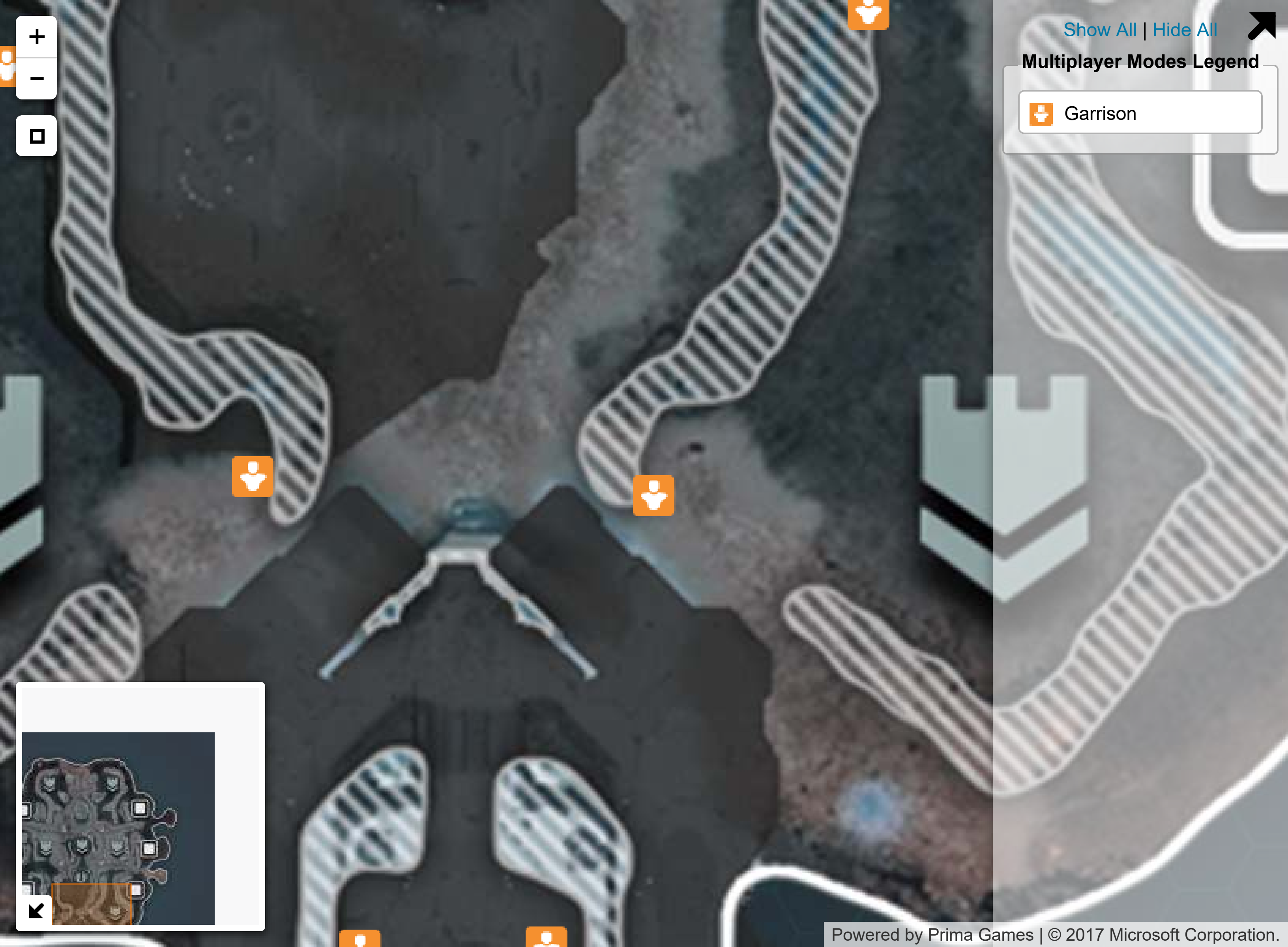
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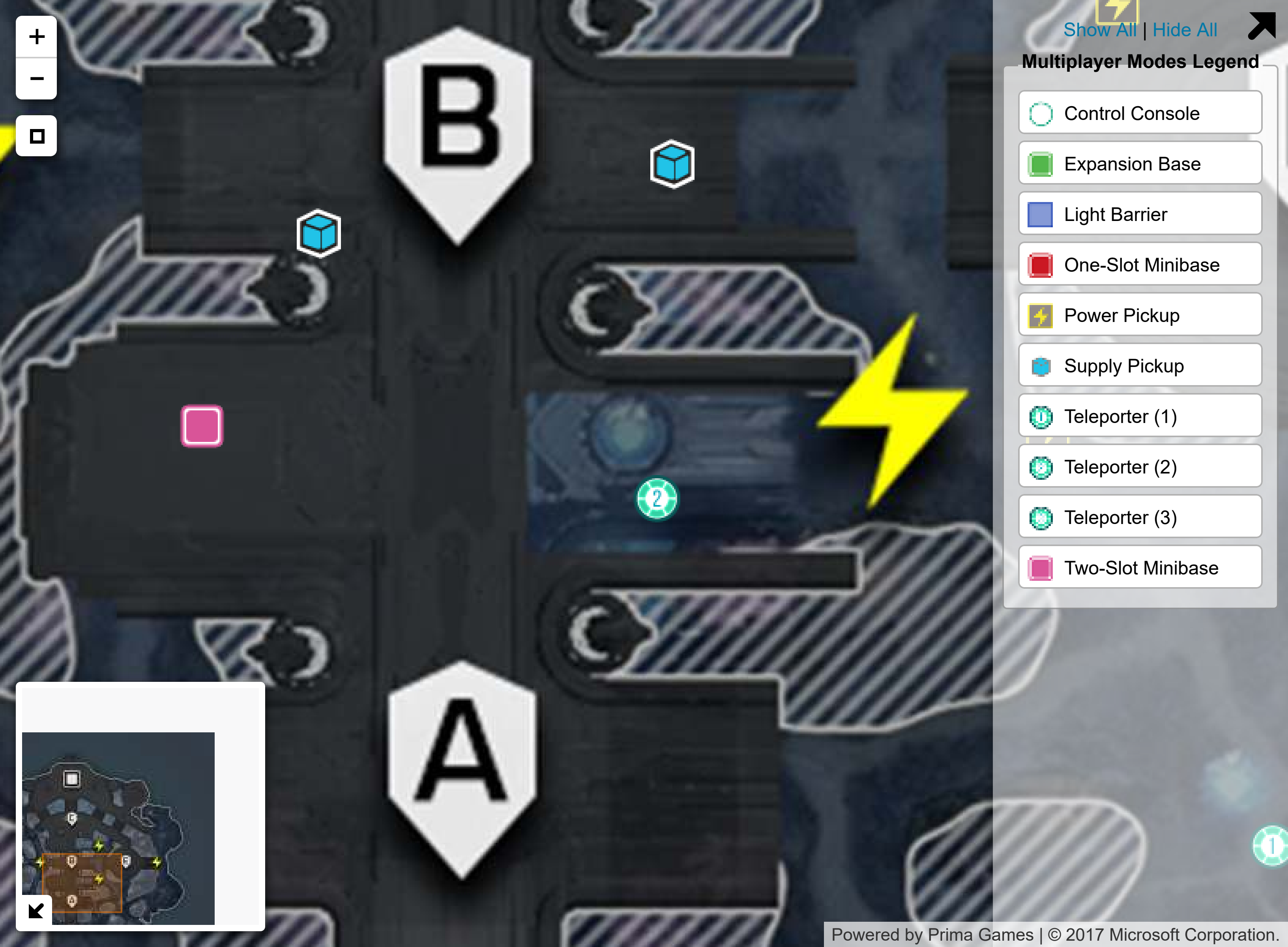

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Multiplayer Modes Legend

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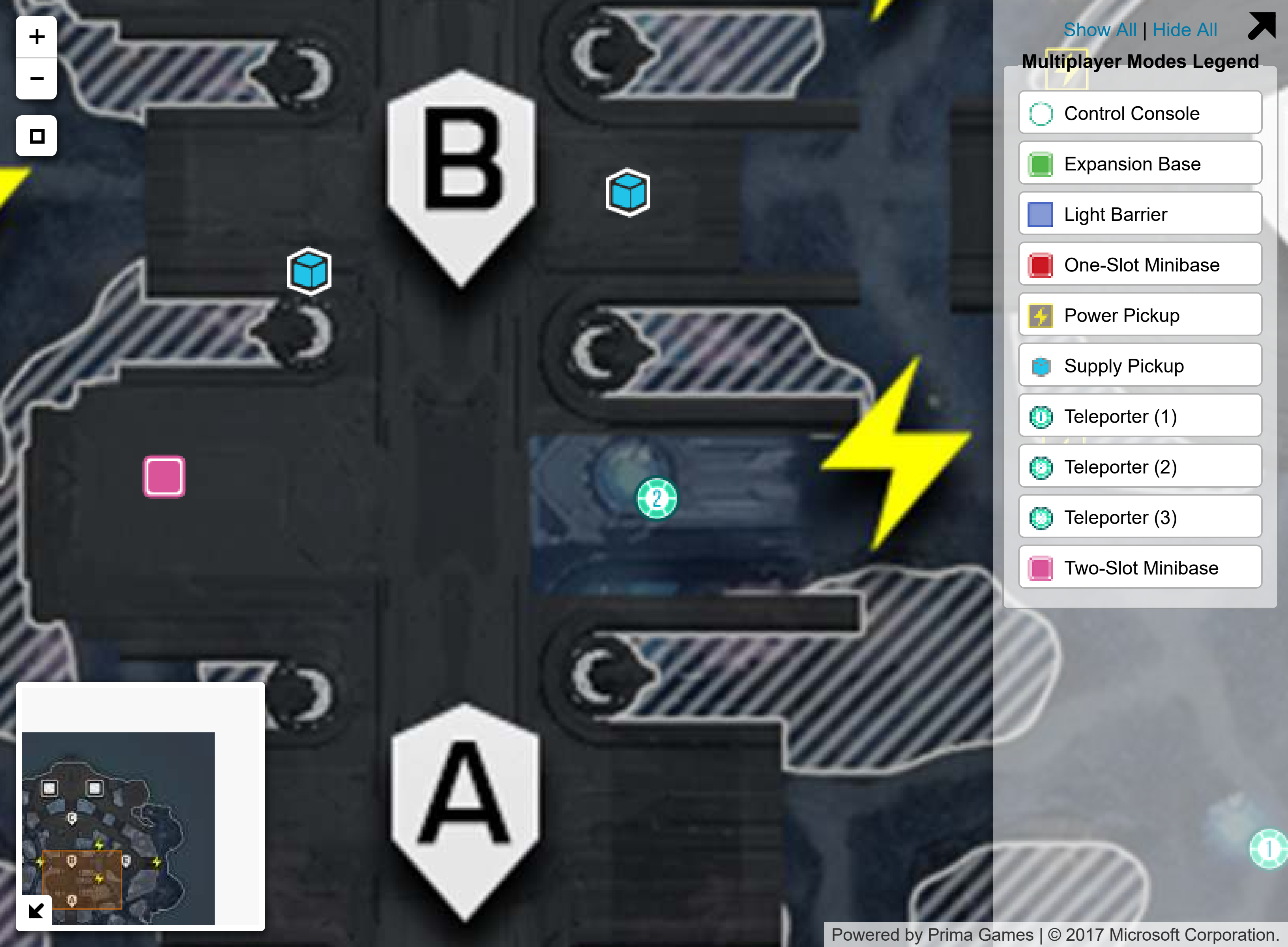
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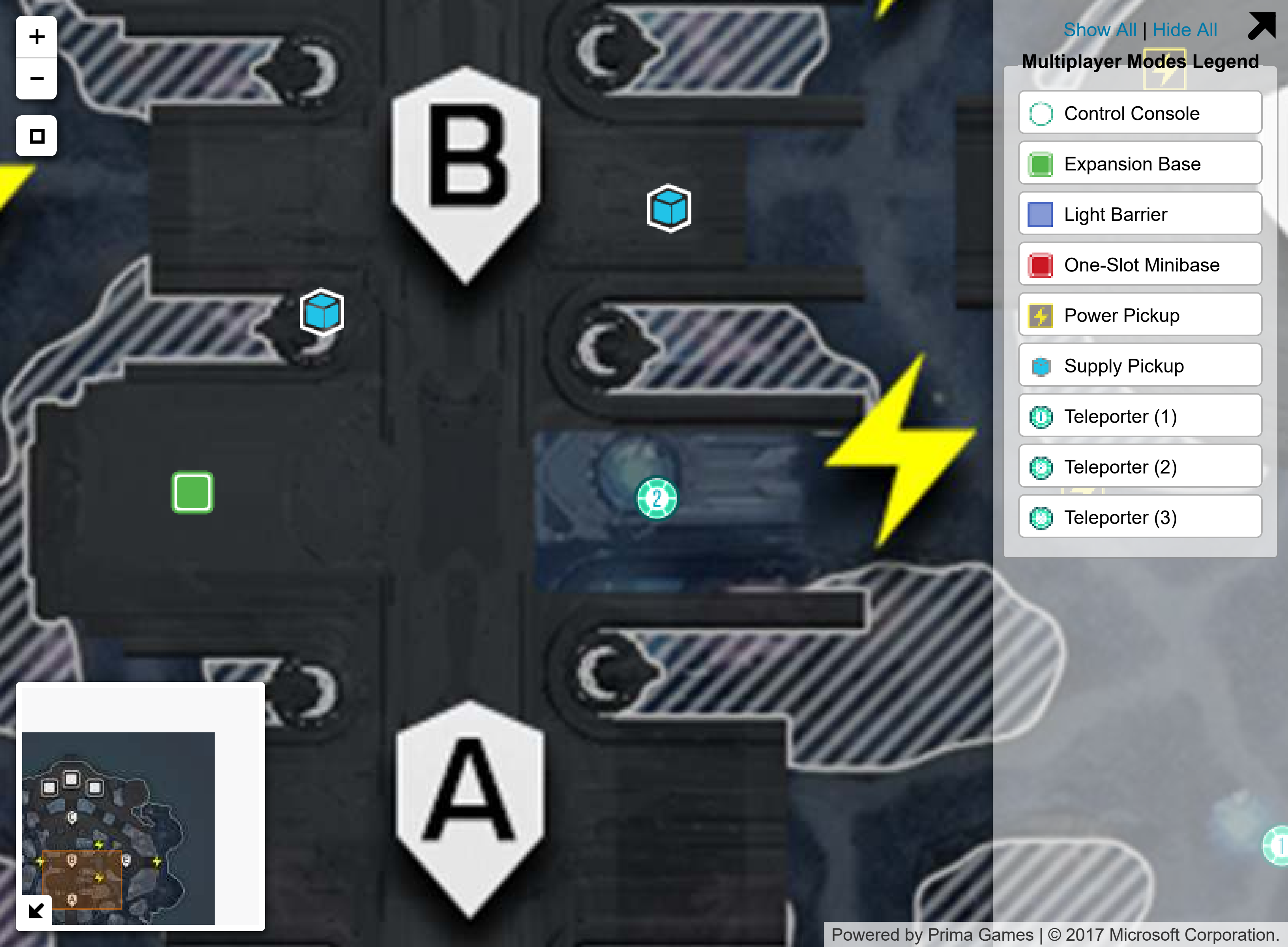
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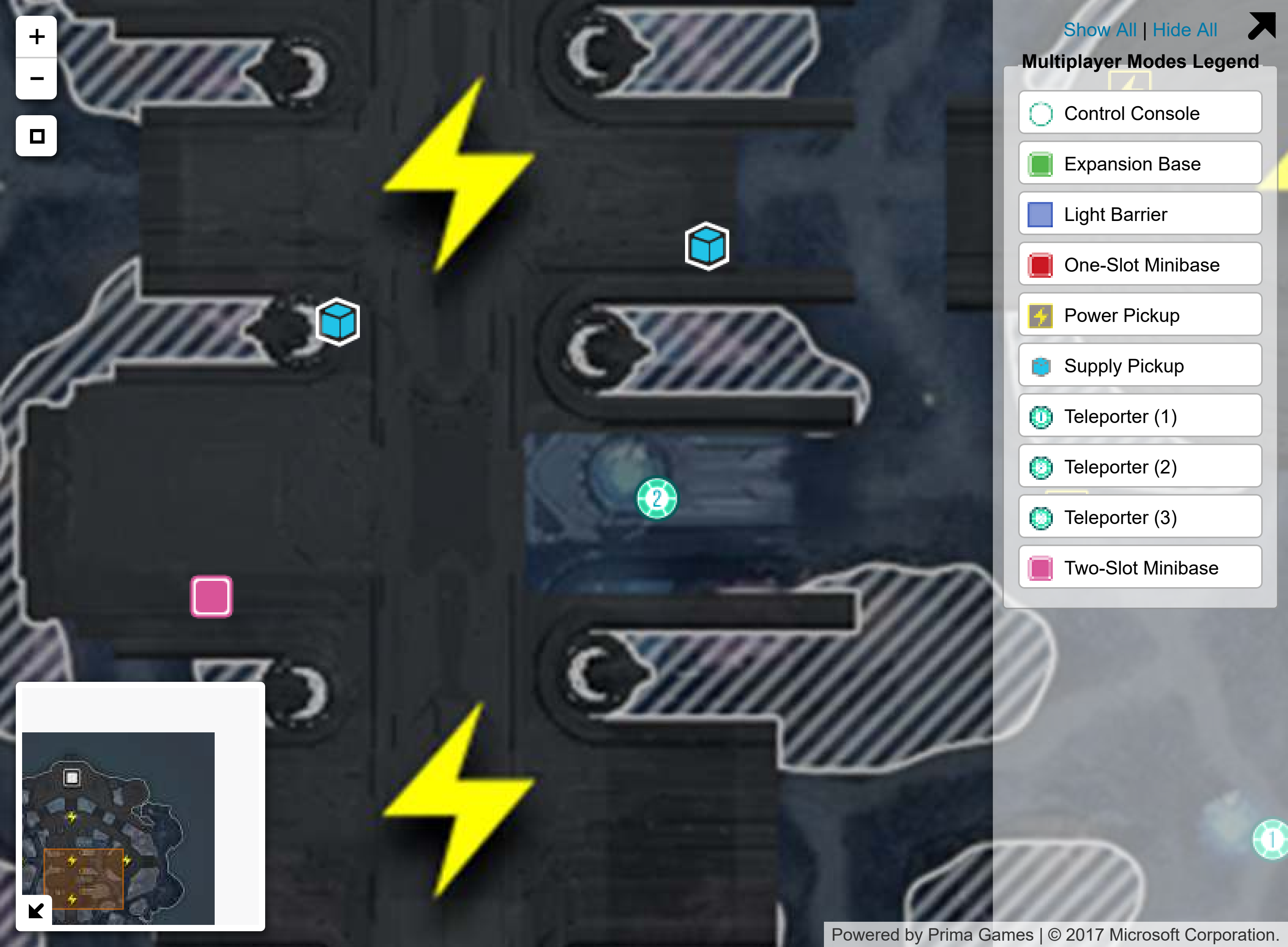

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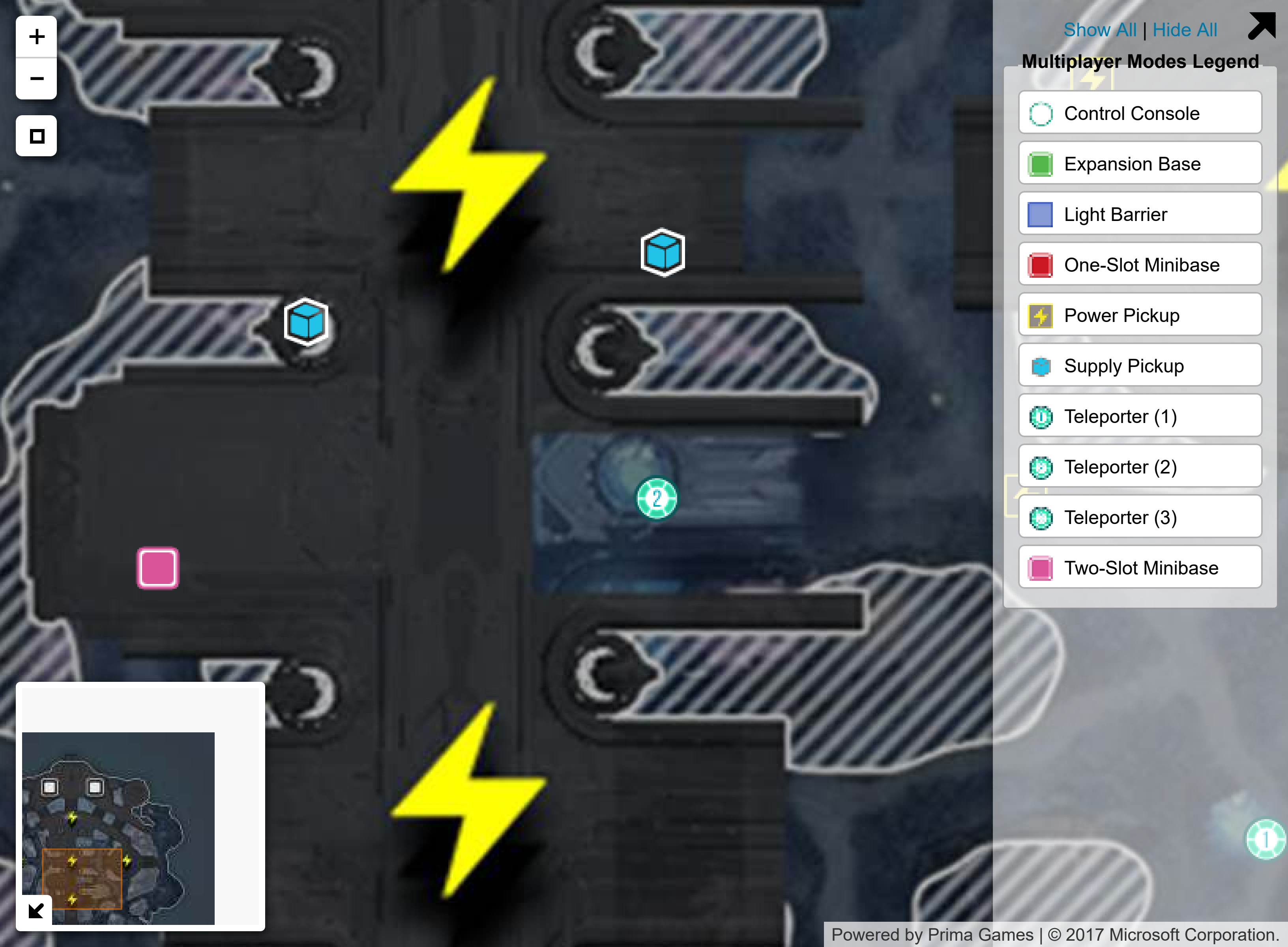

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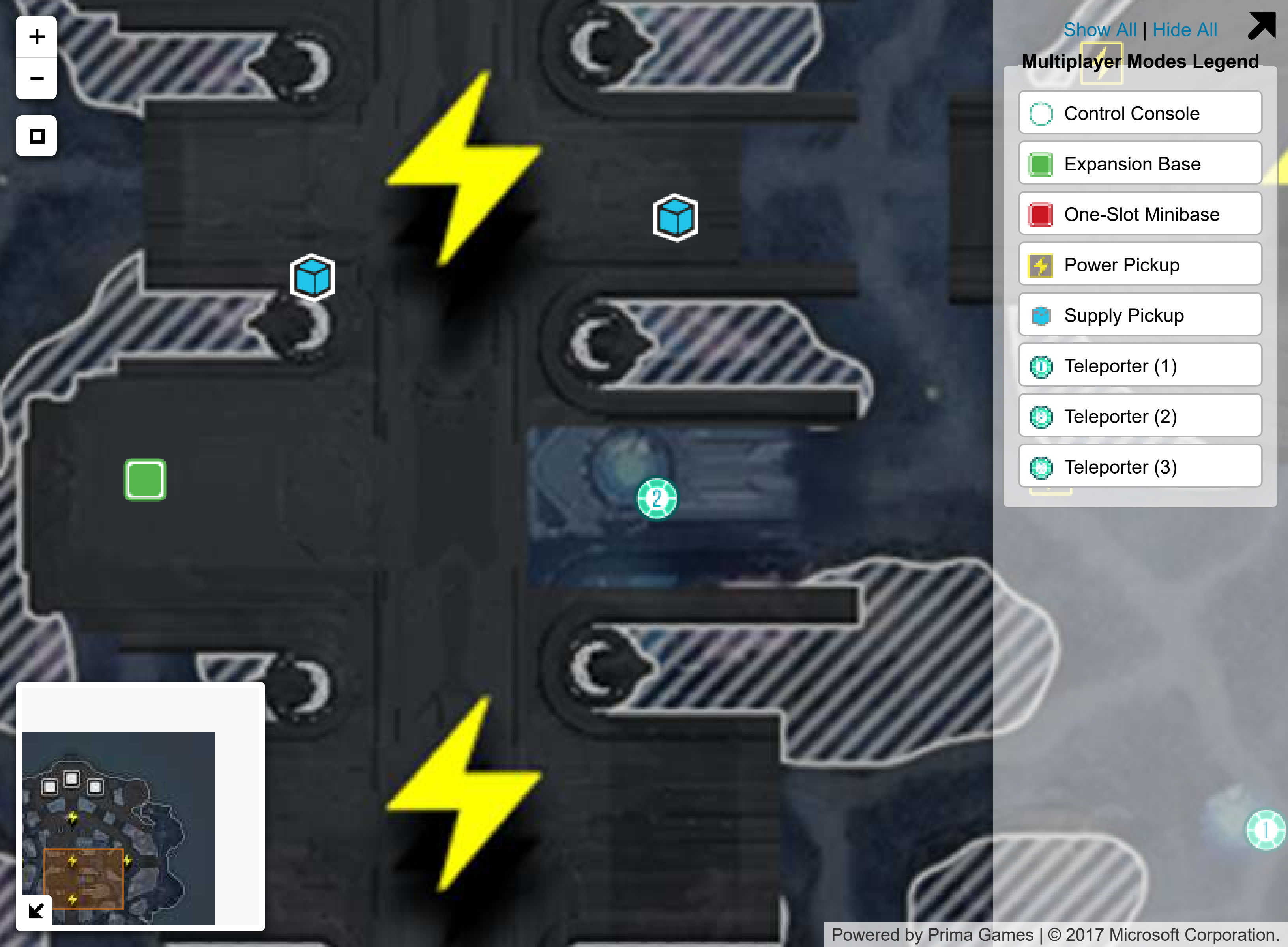
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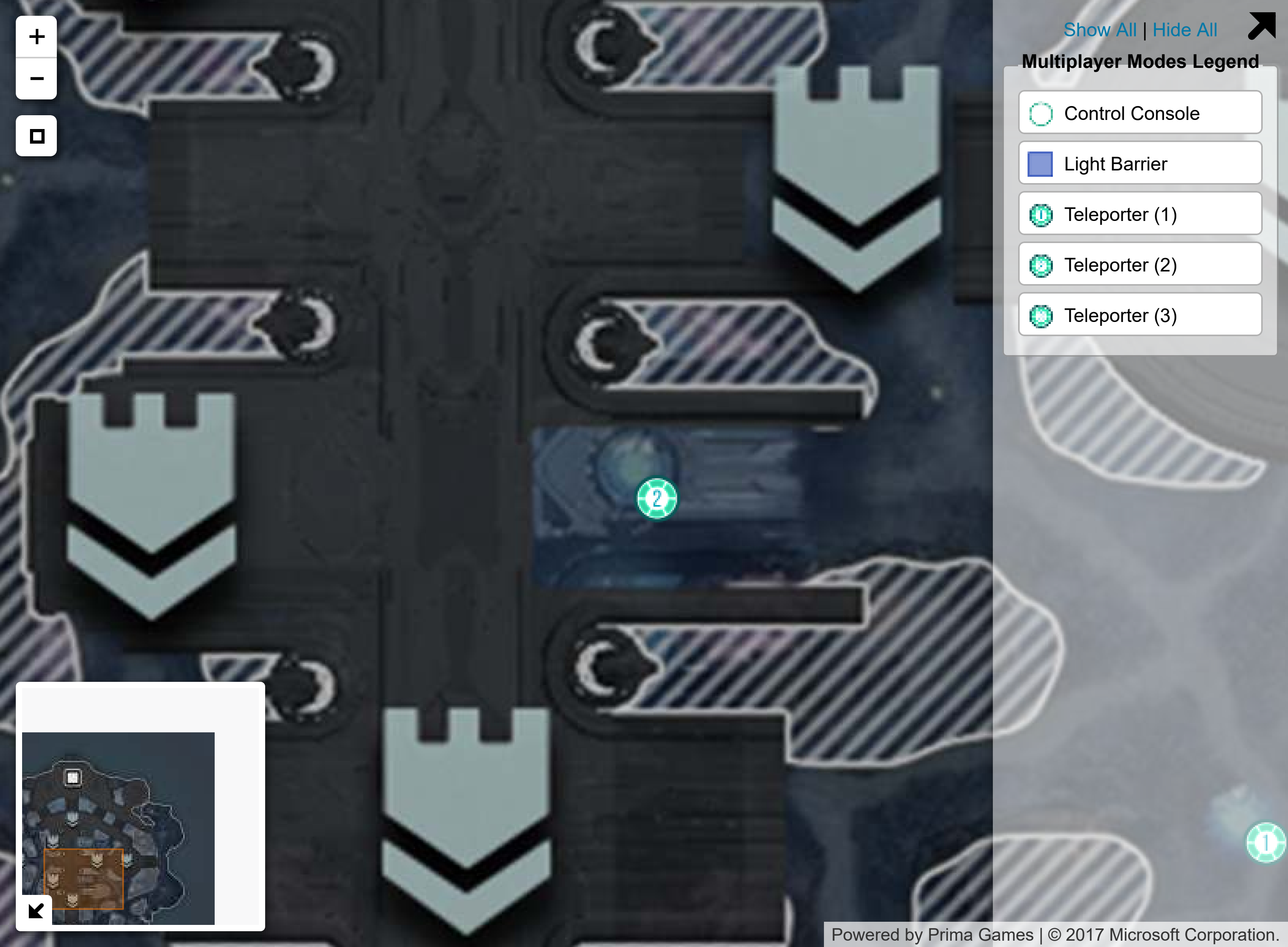
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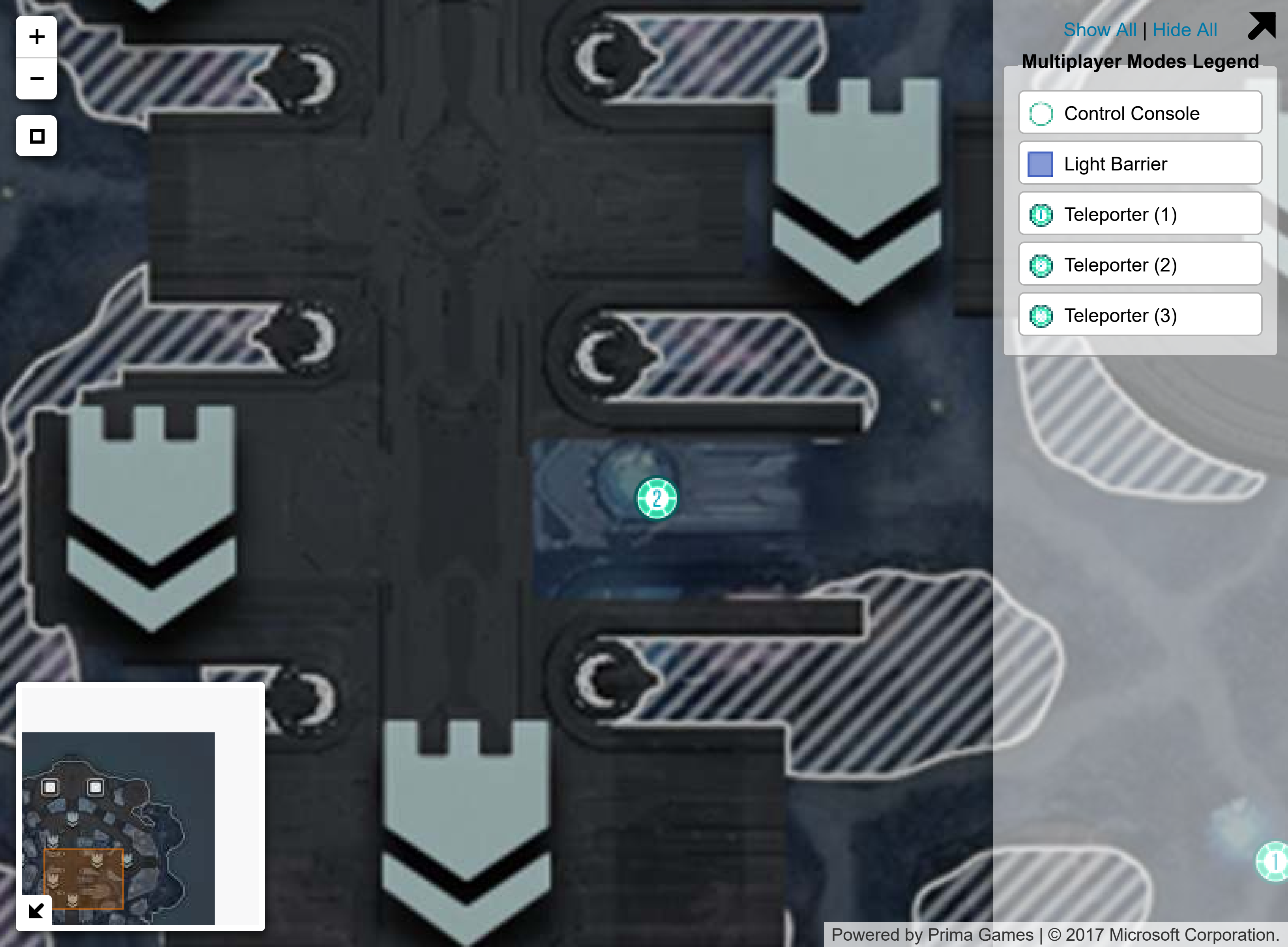
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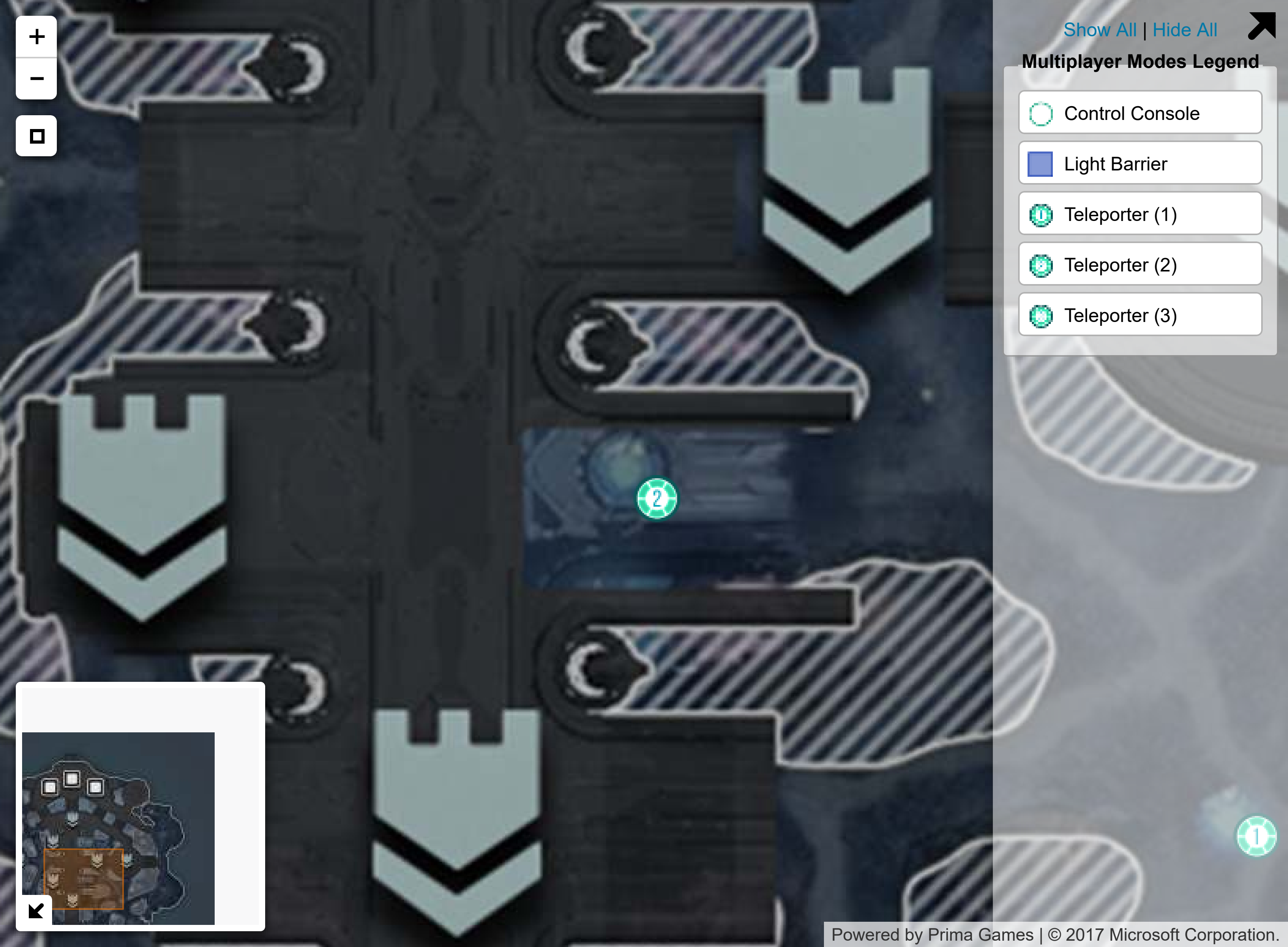
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Multiplayer Modes Legend

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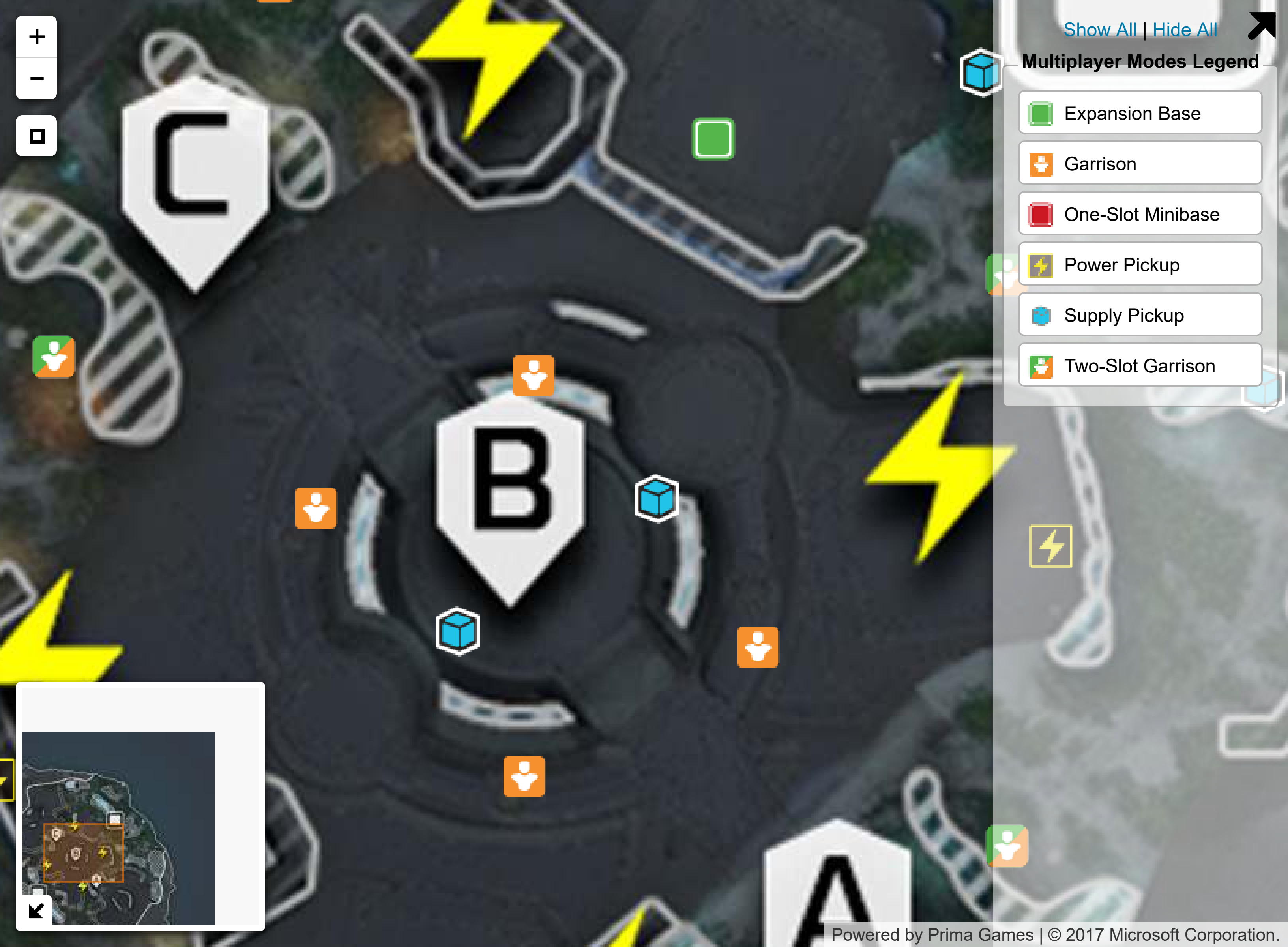
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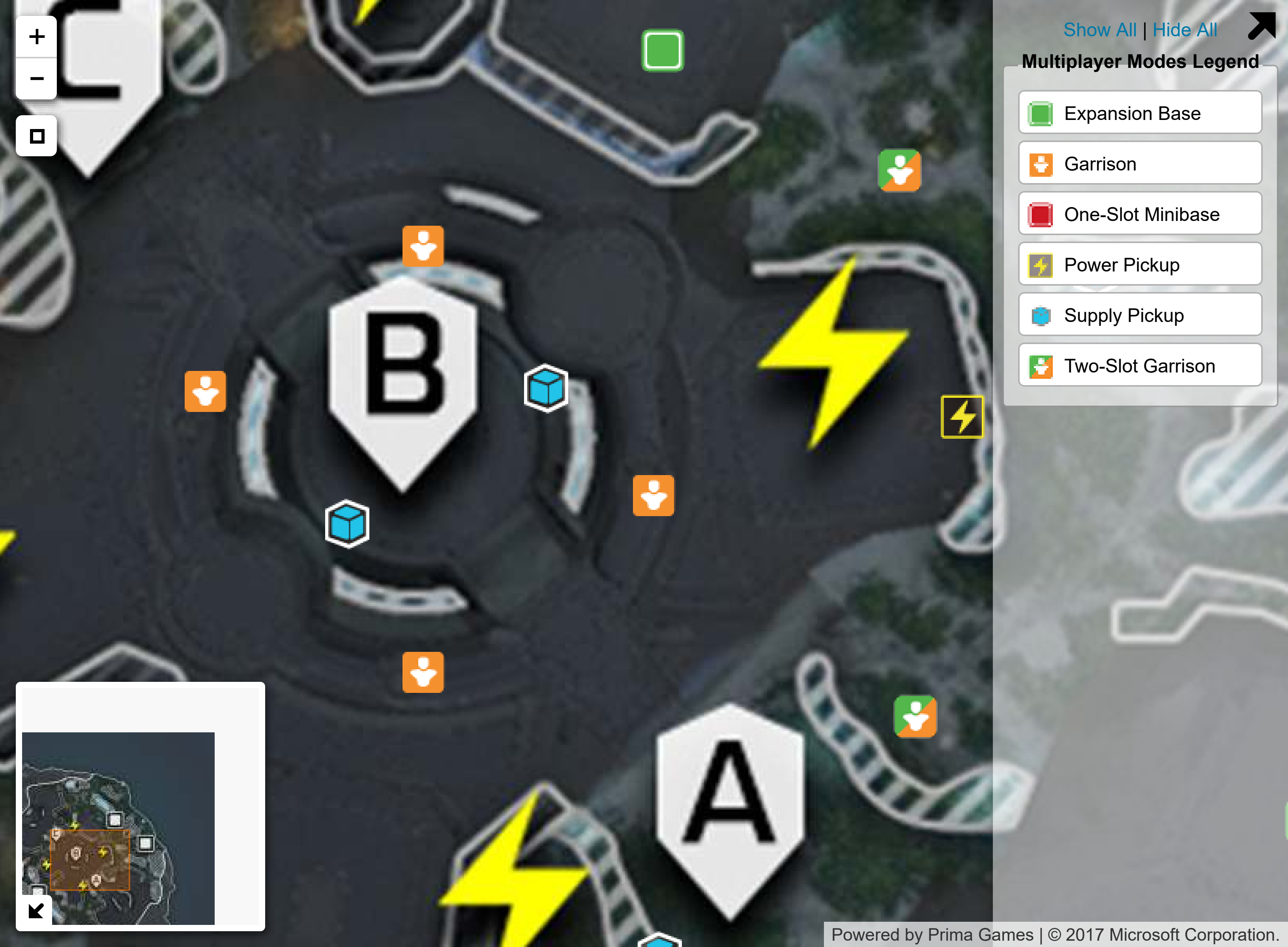
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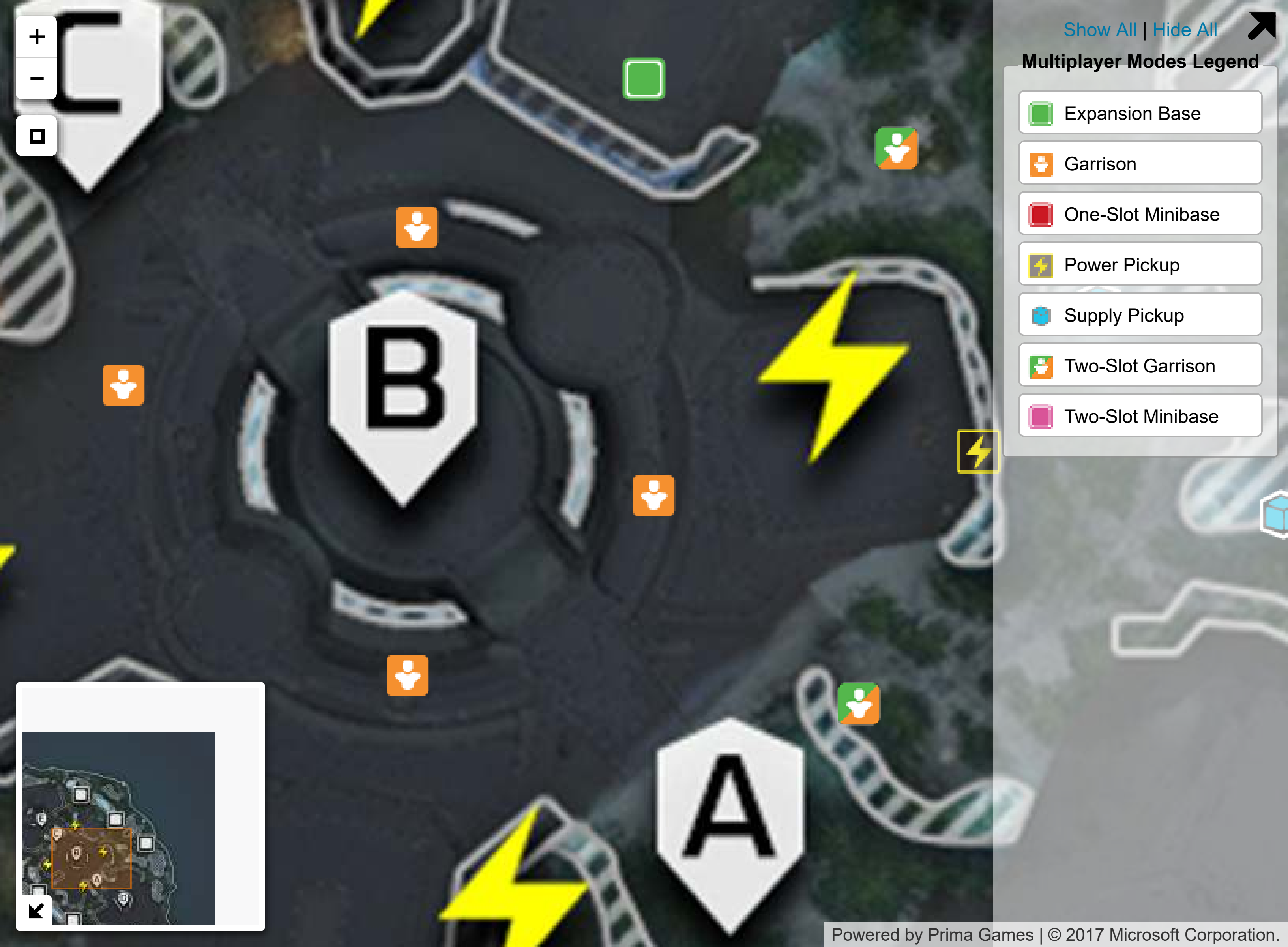
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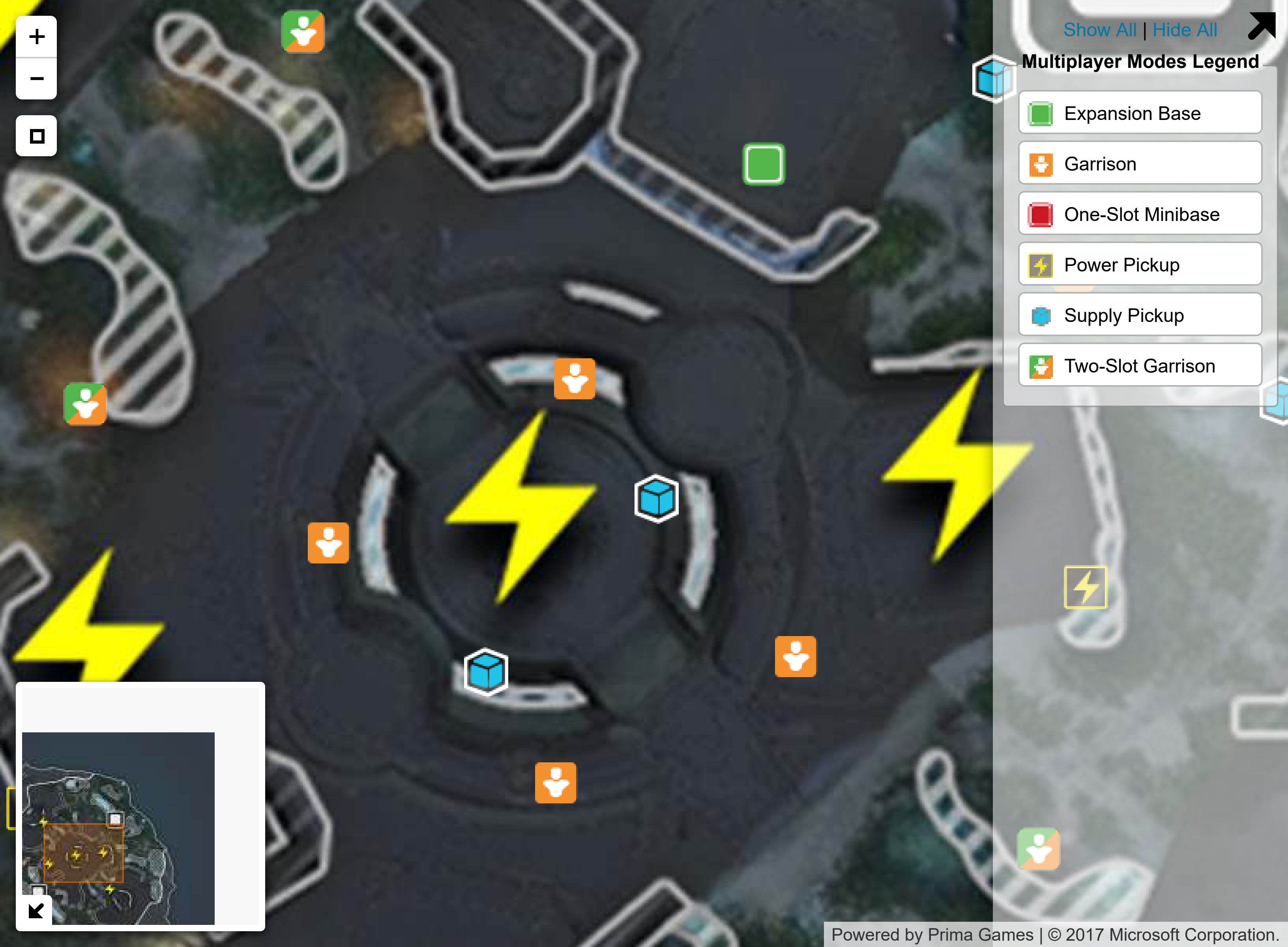
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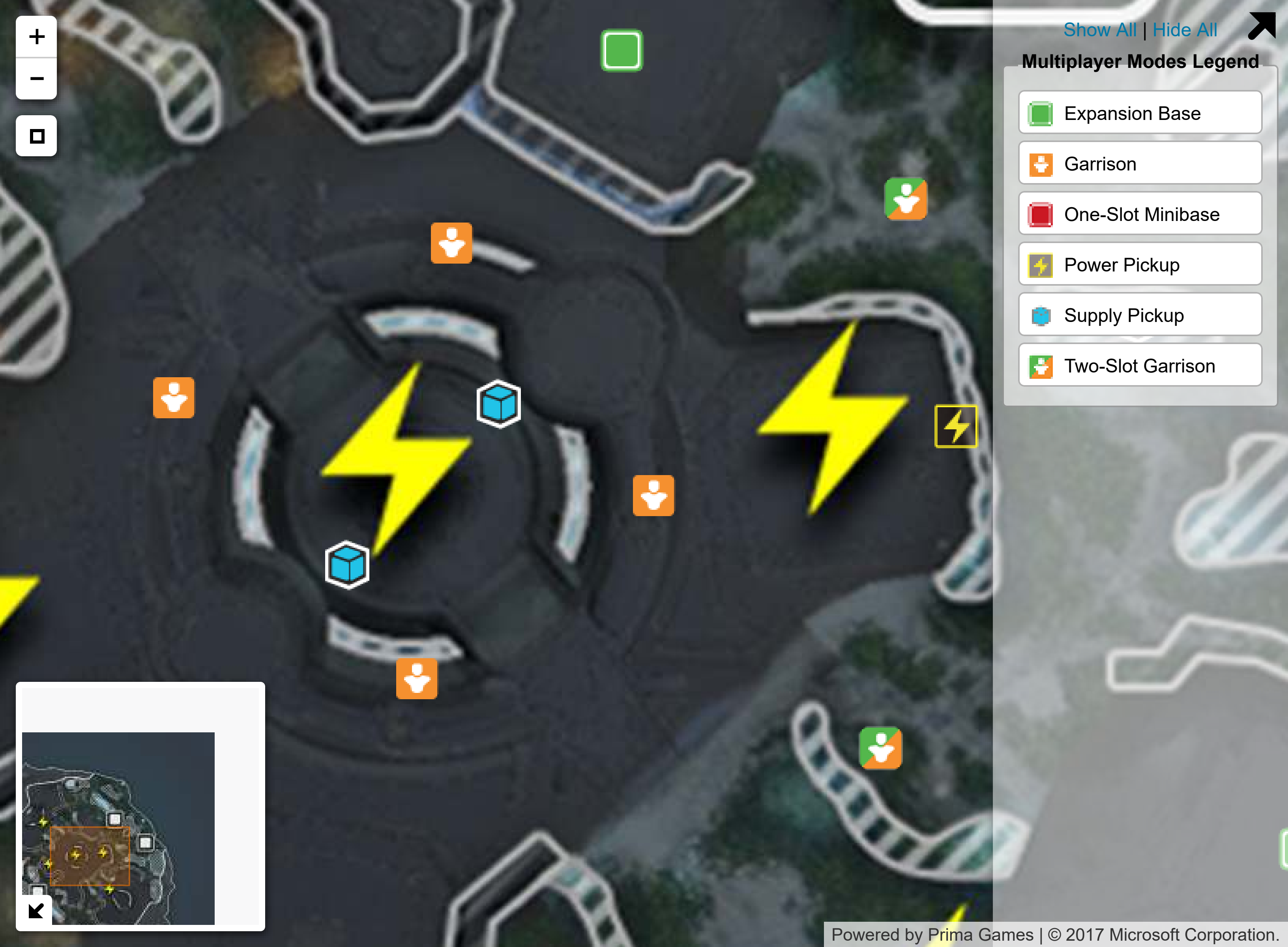
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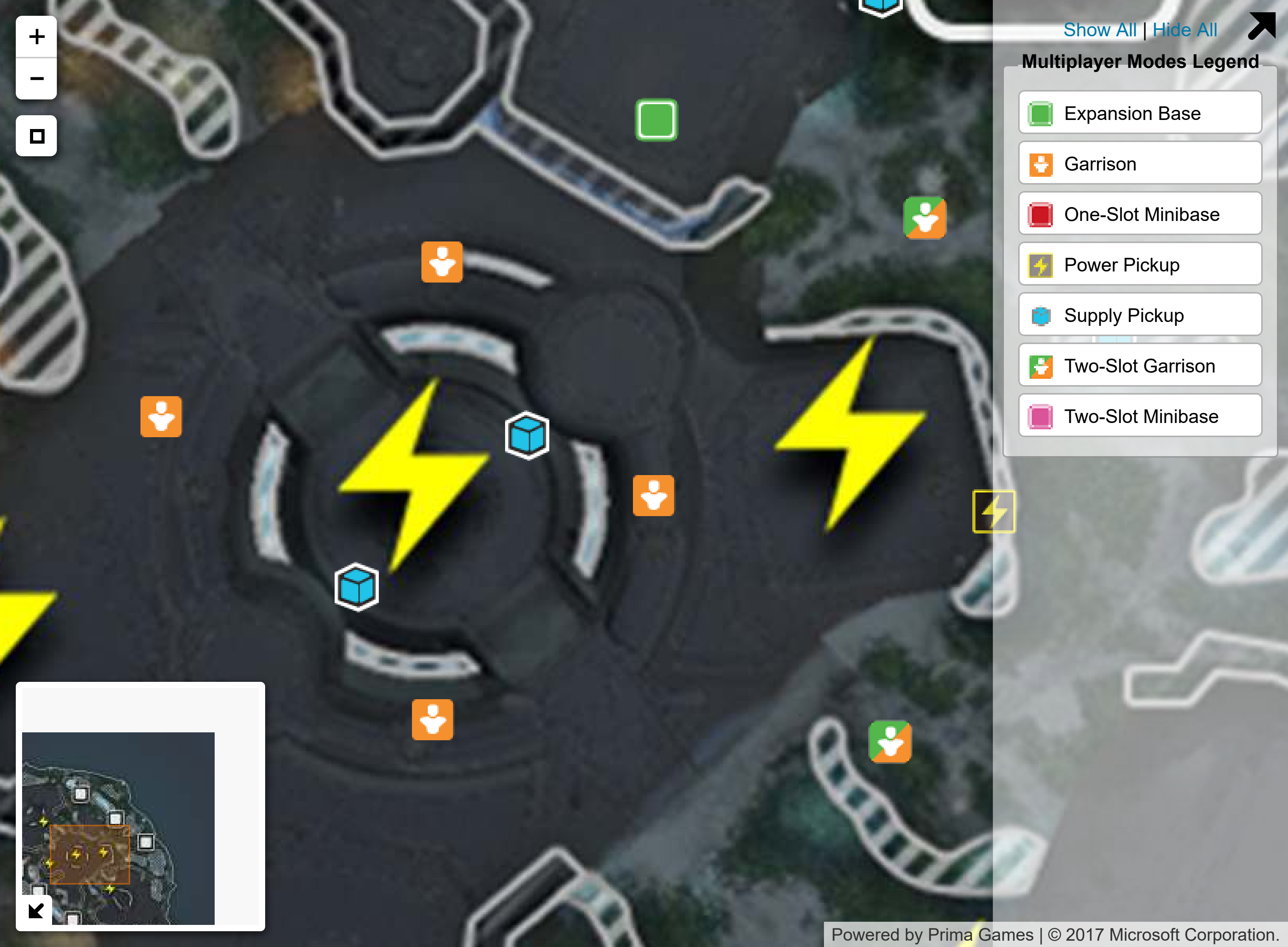

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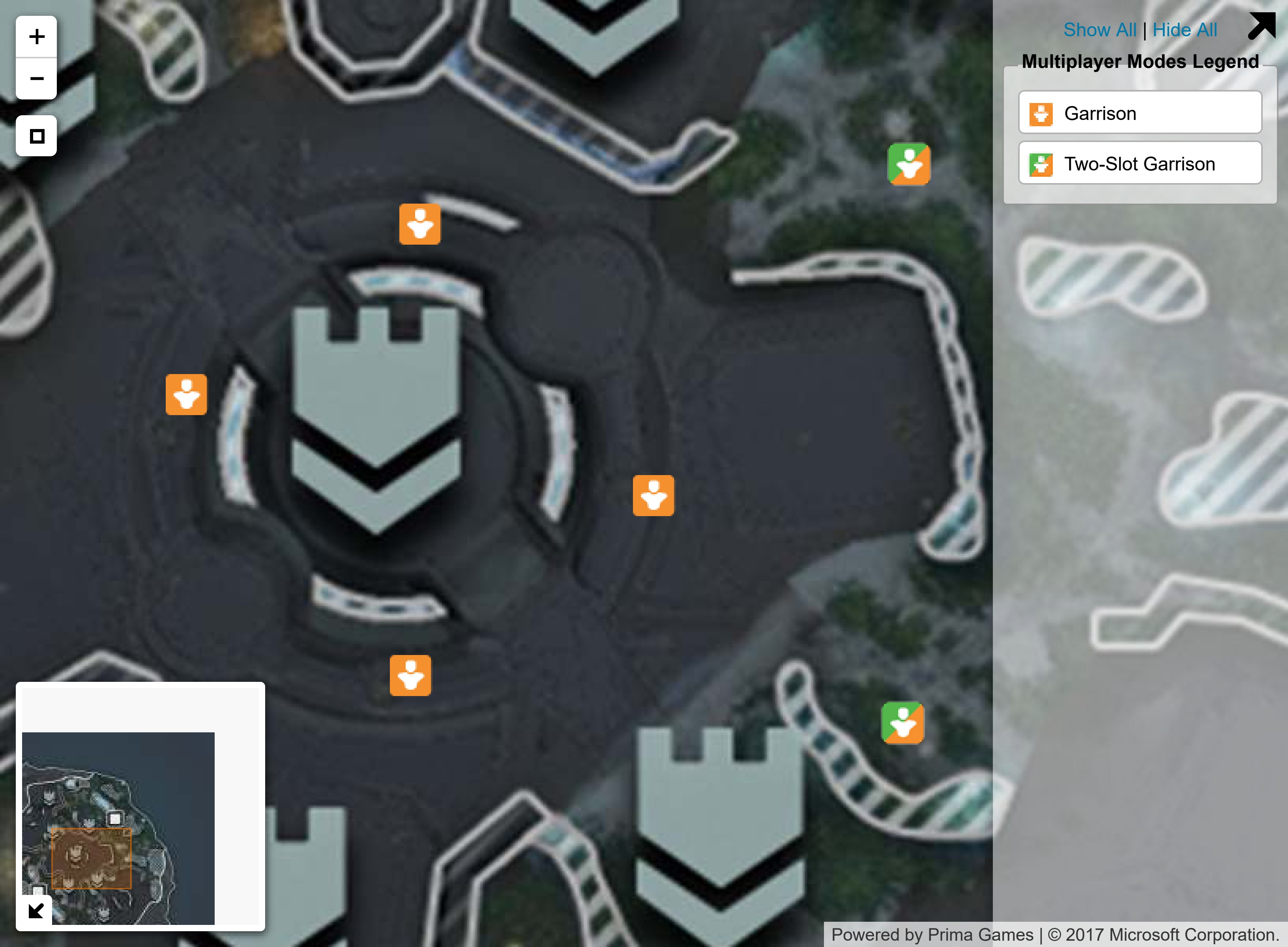
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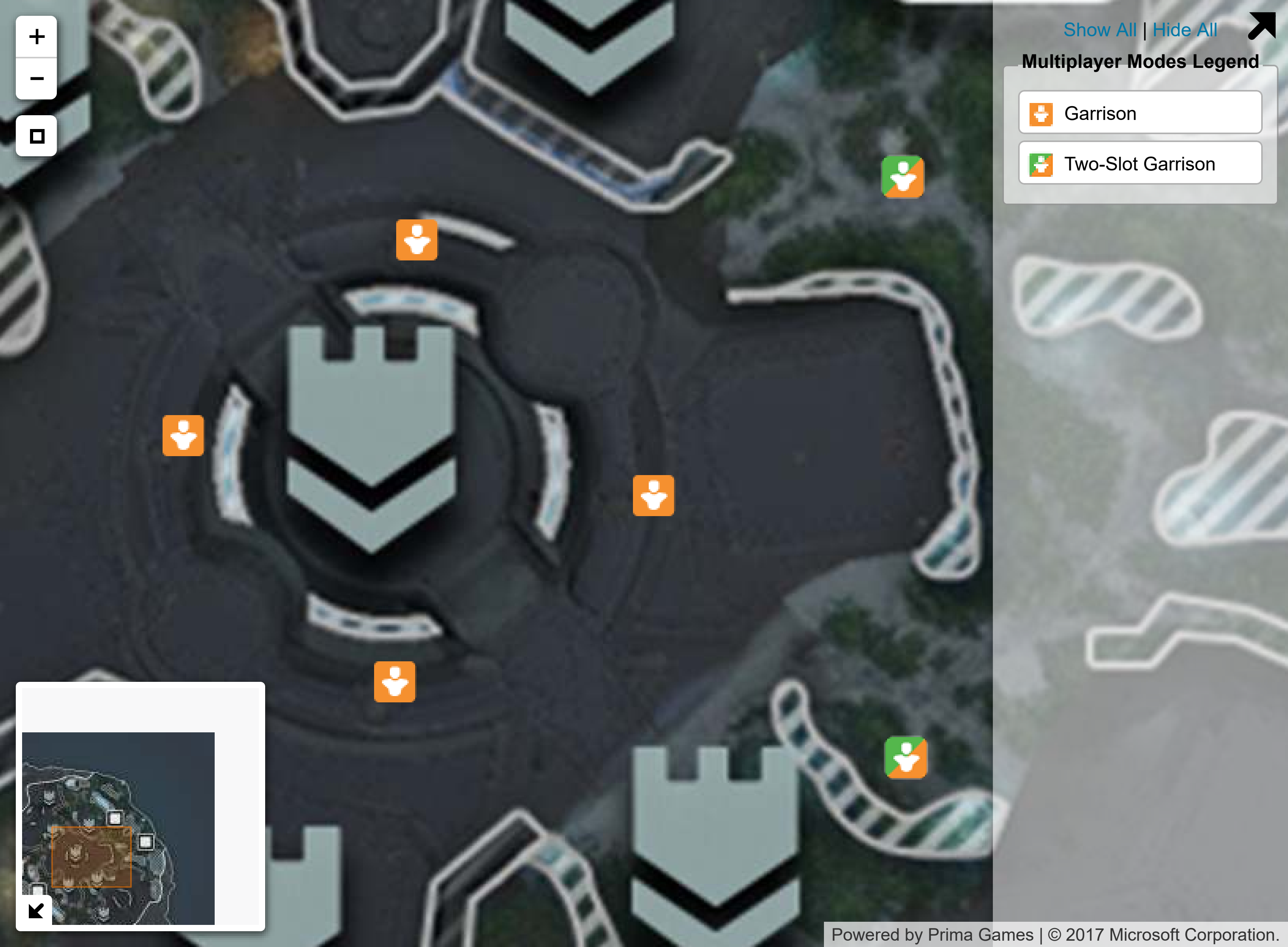
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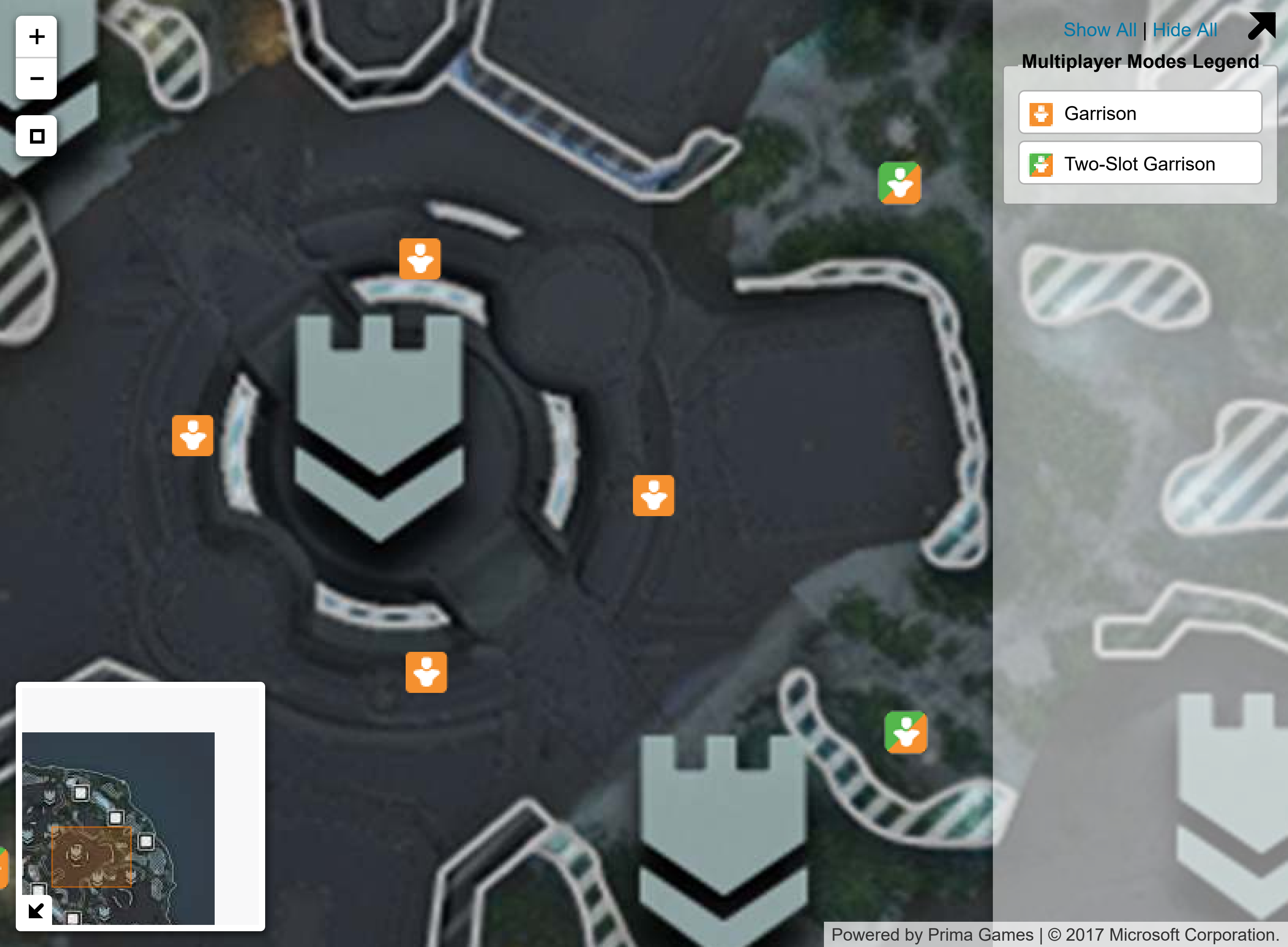
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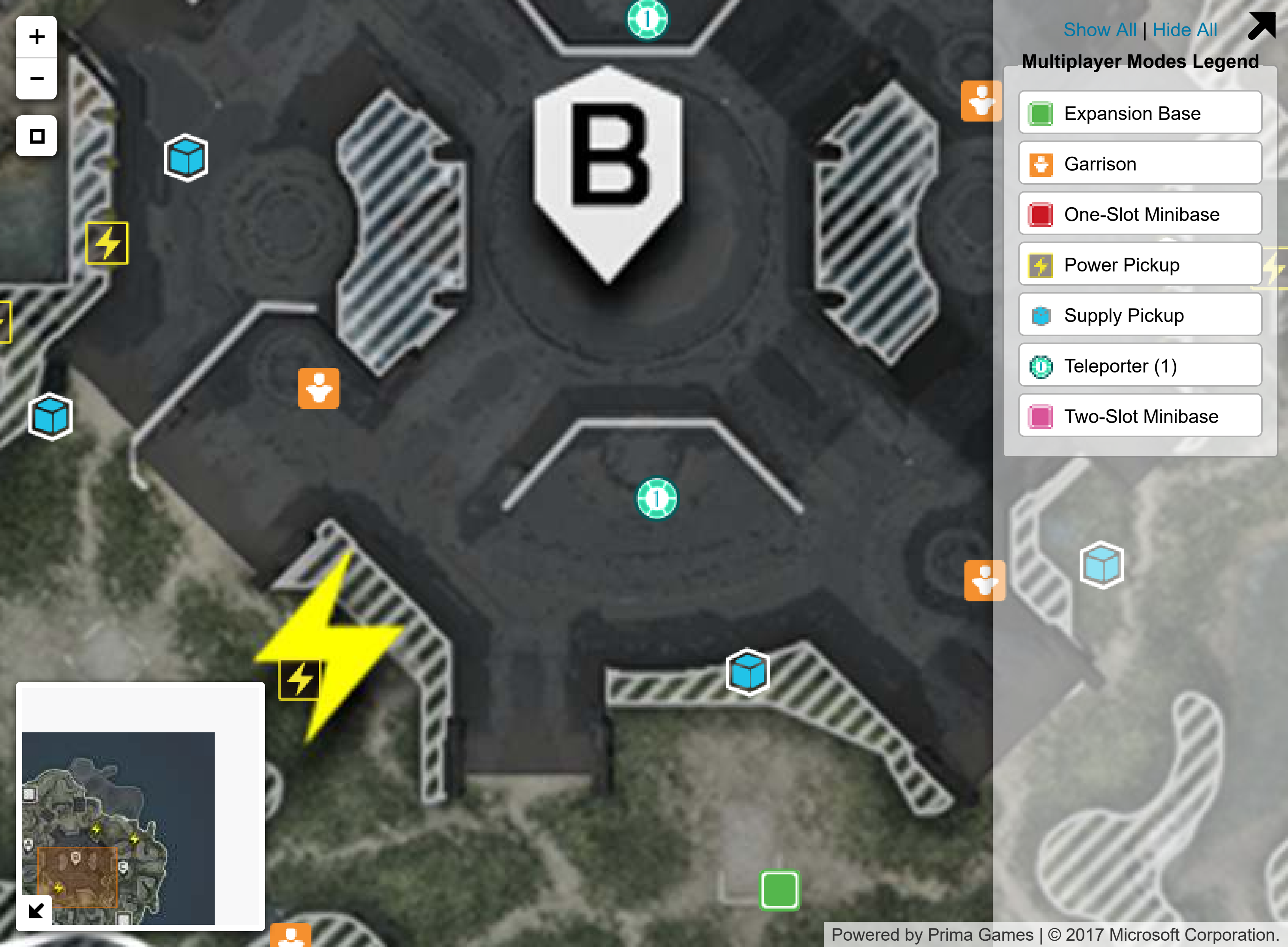
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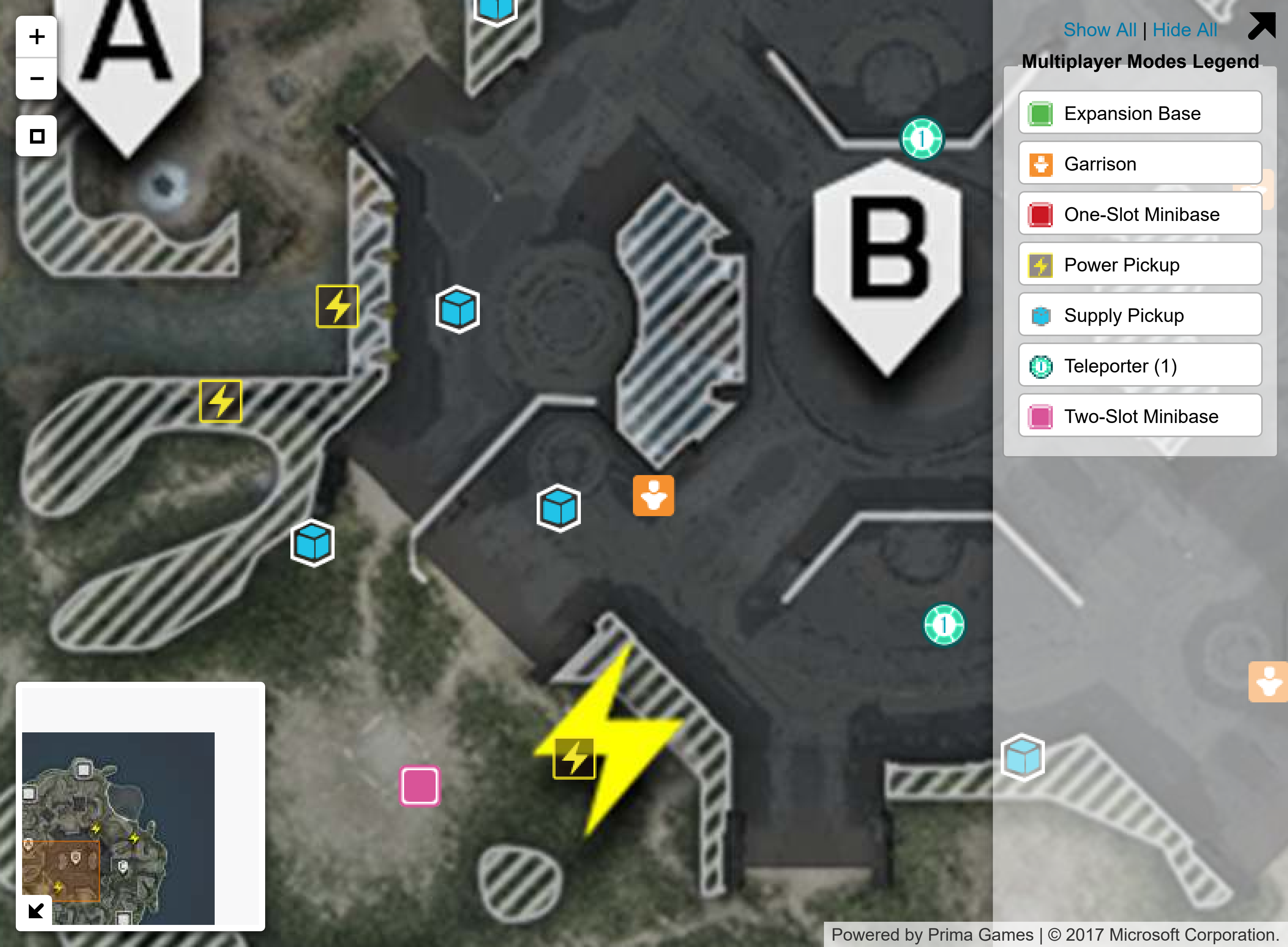
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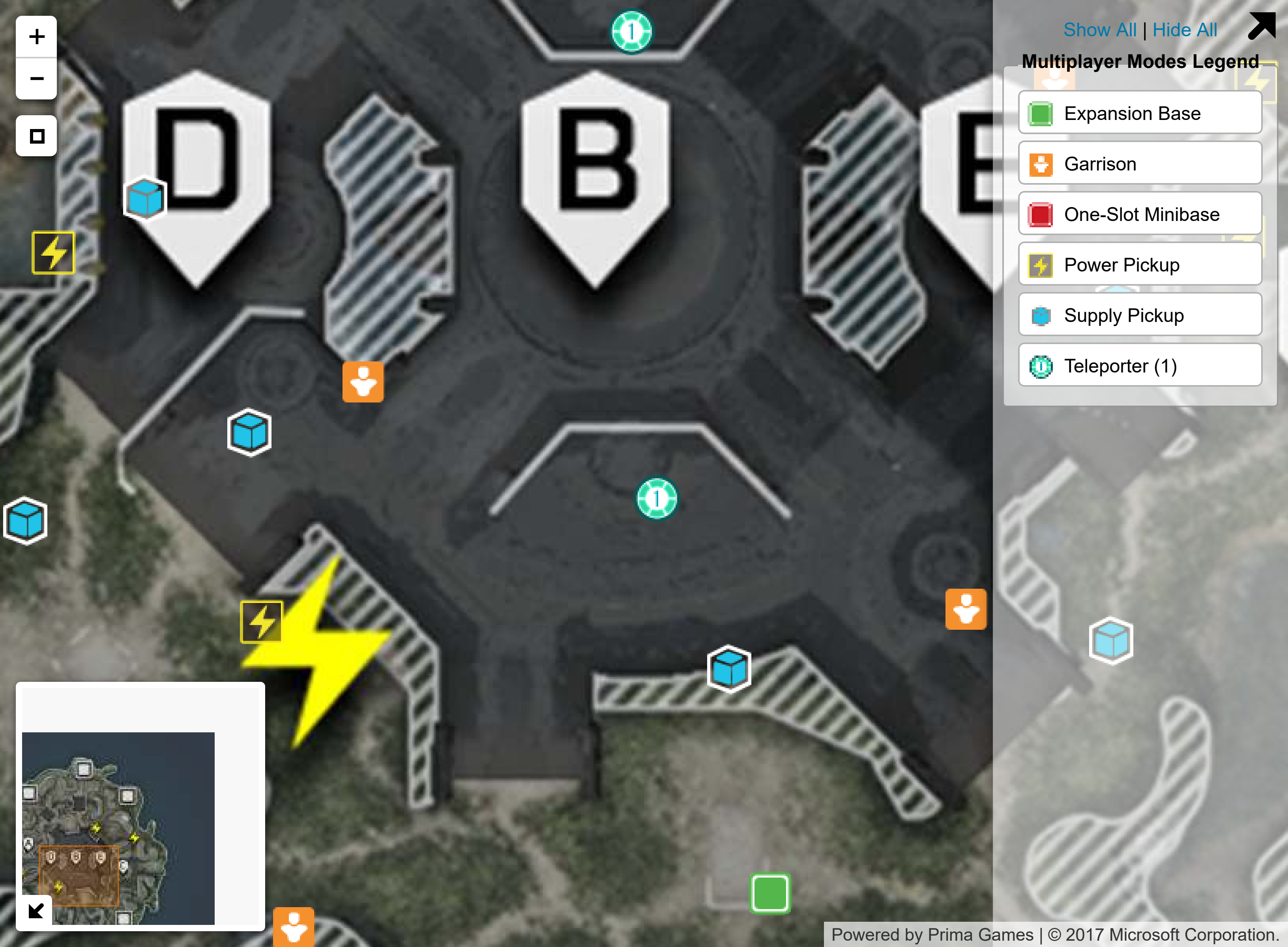
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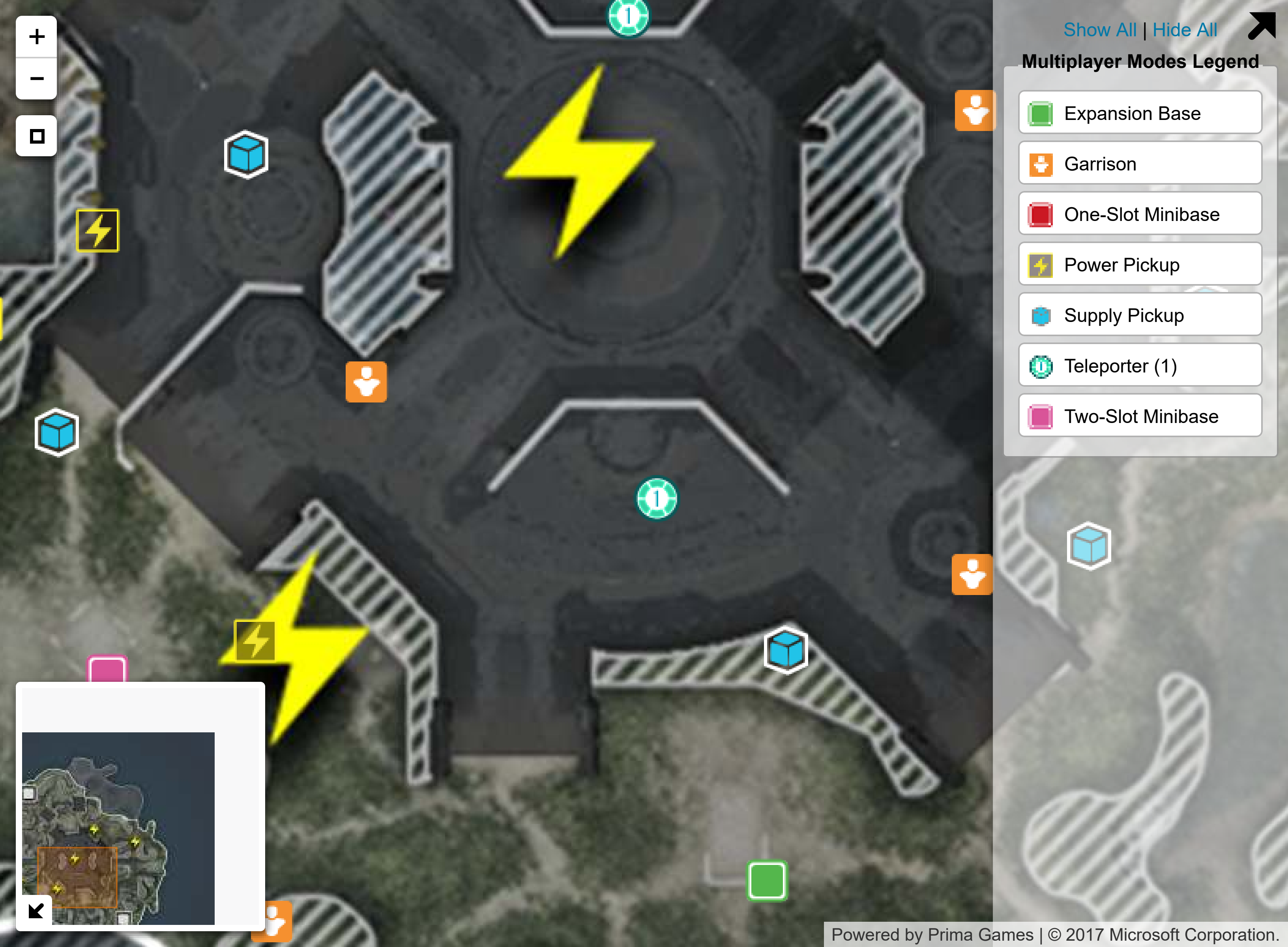
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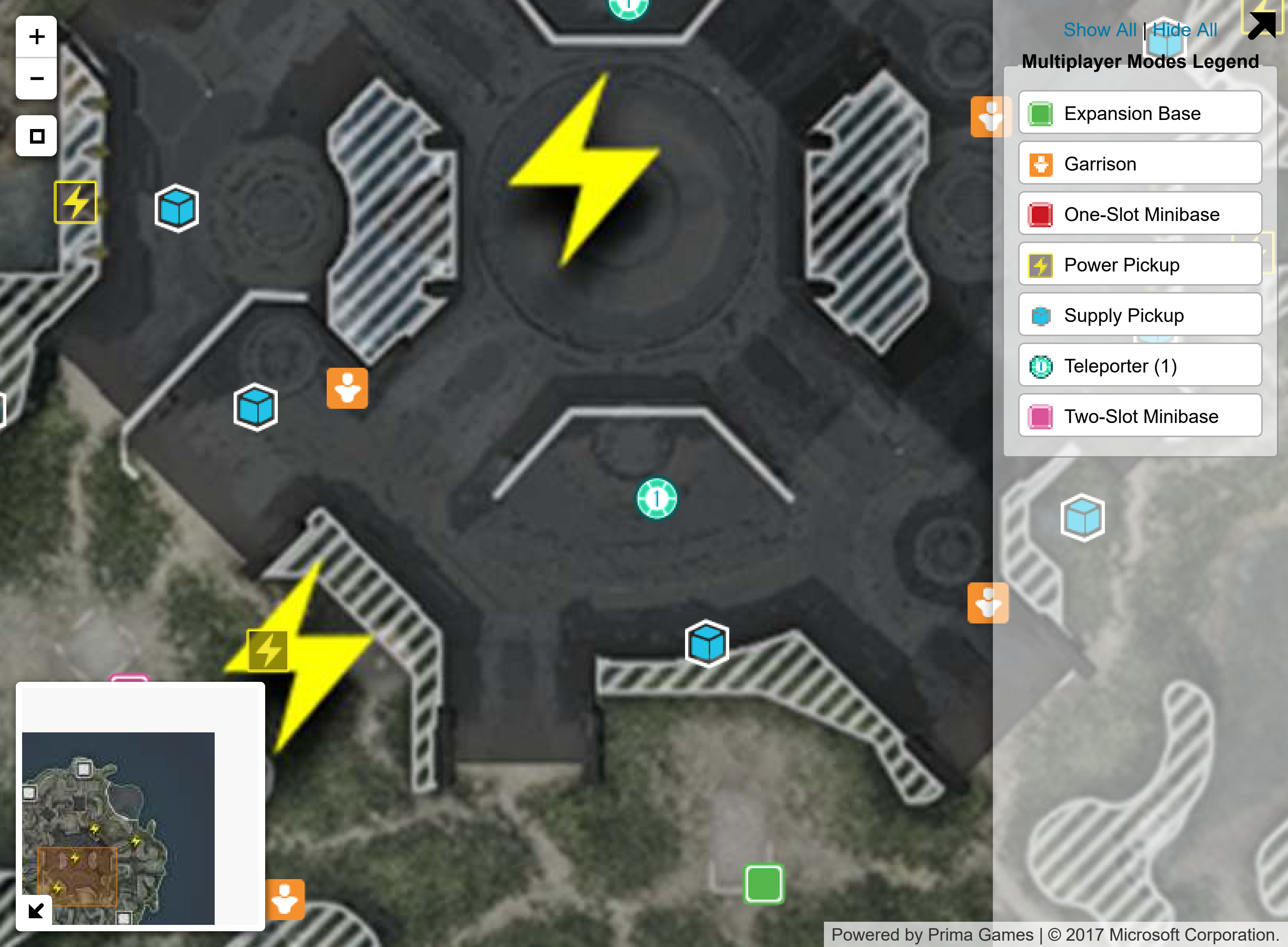
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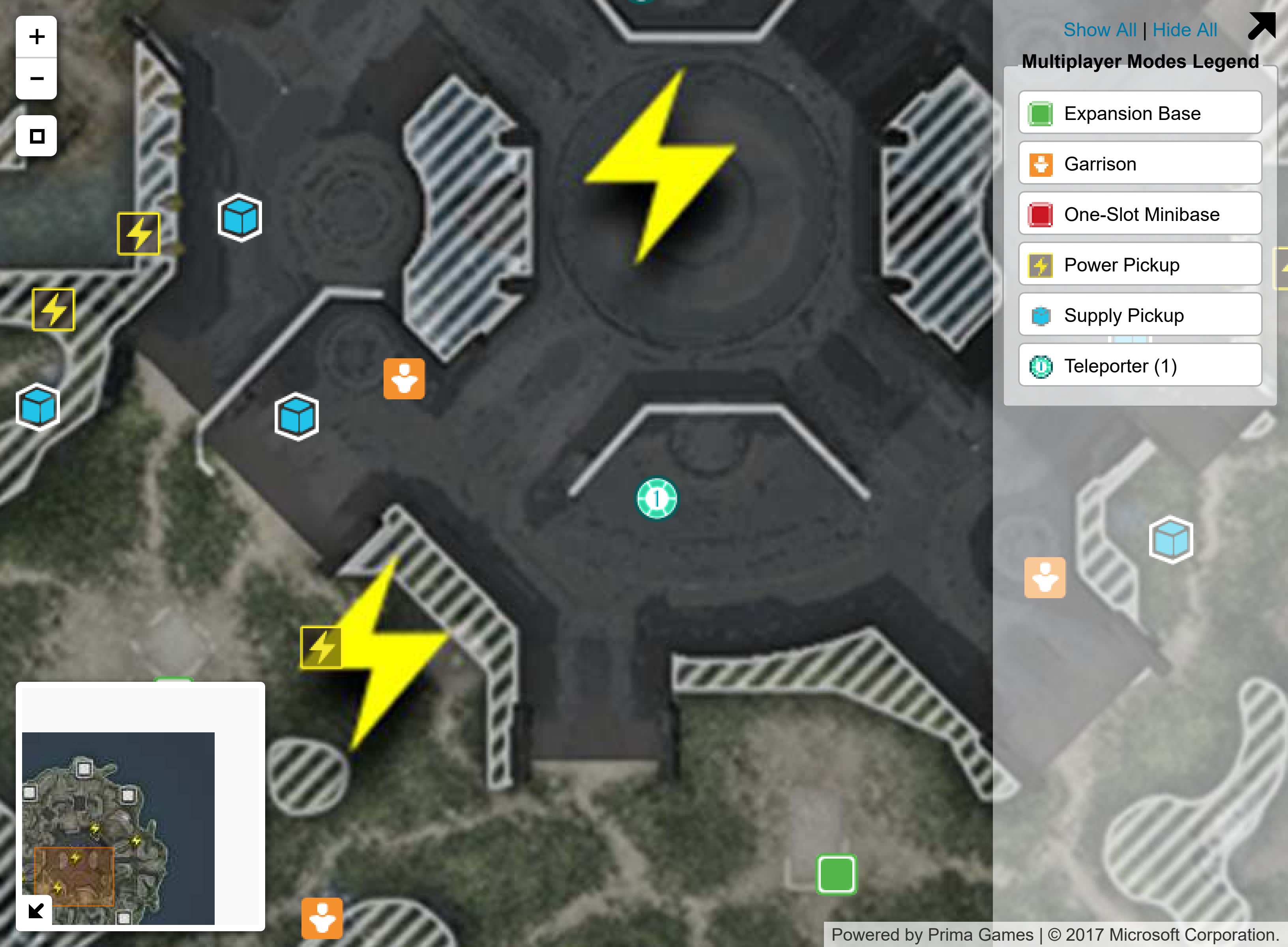

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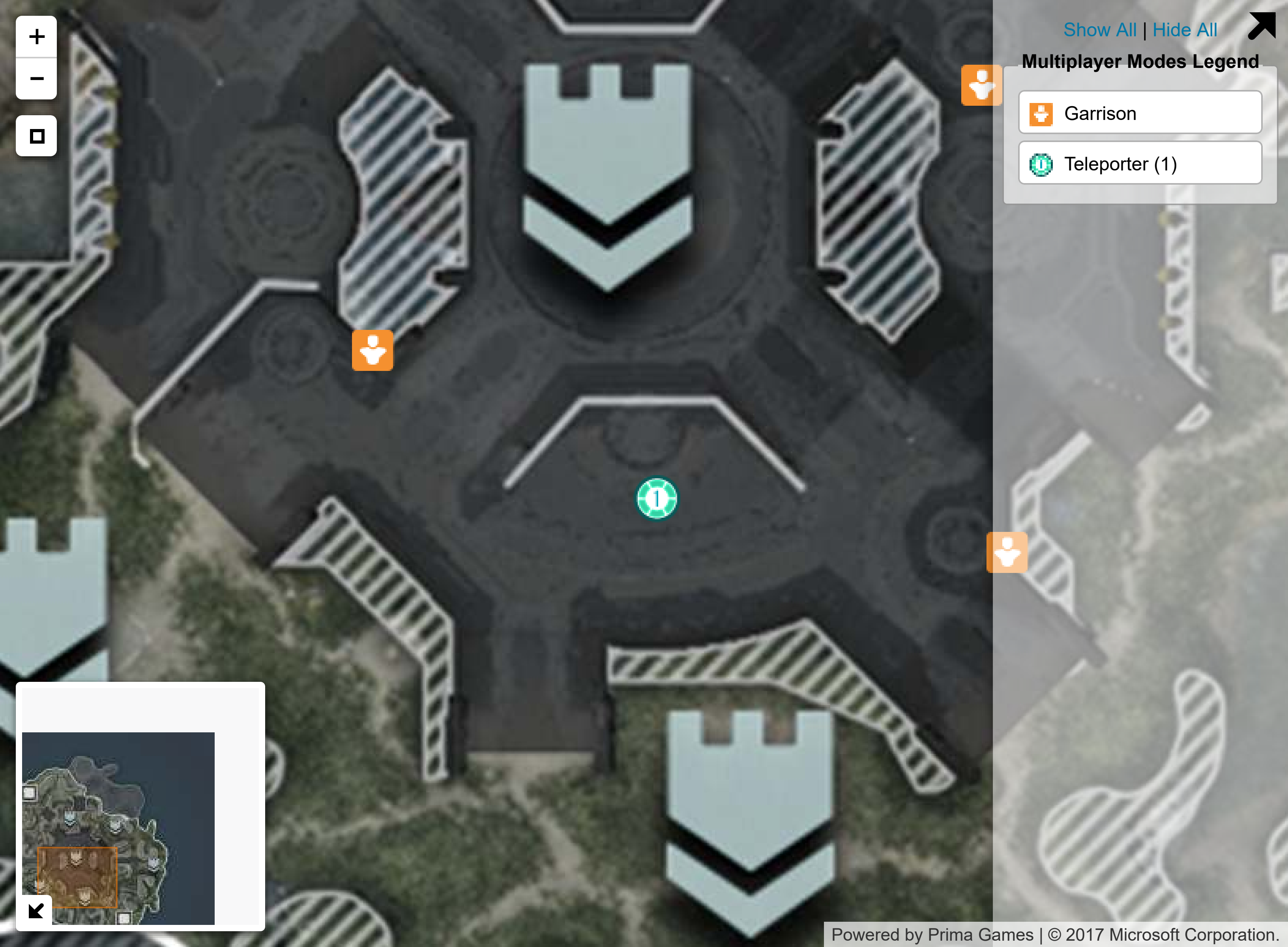
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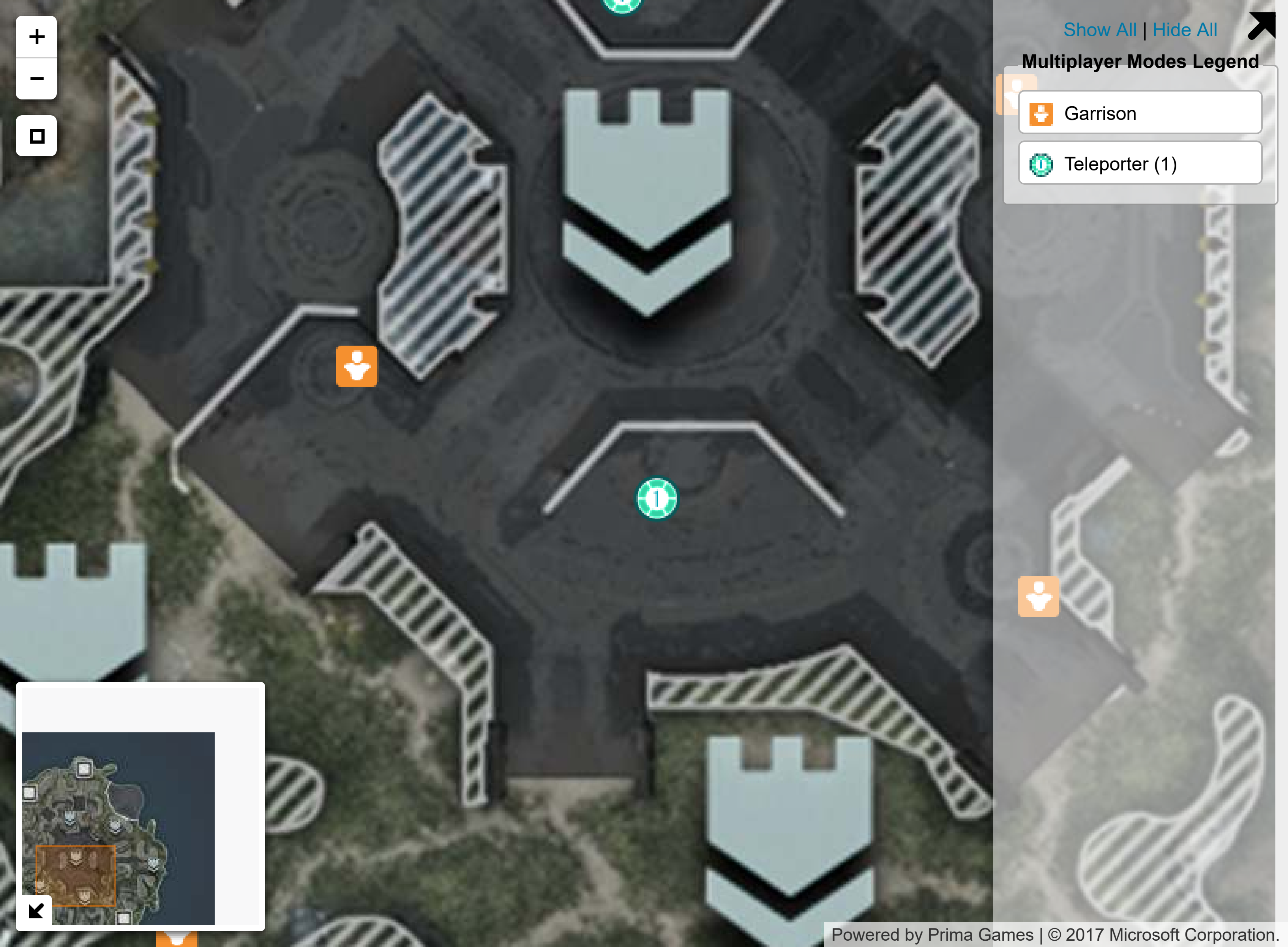
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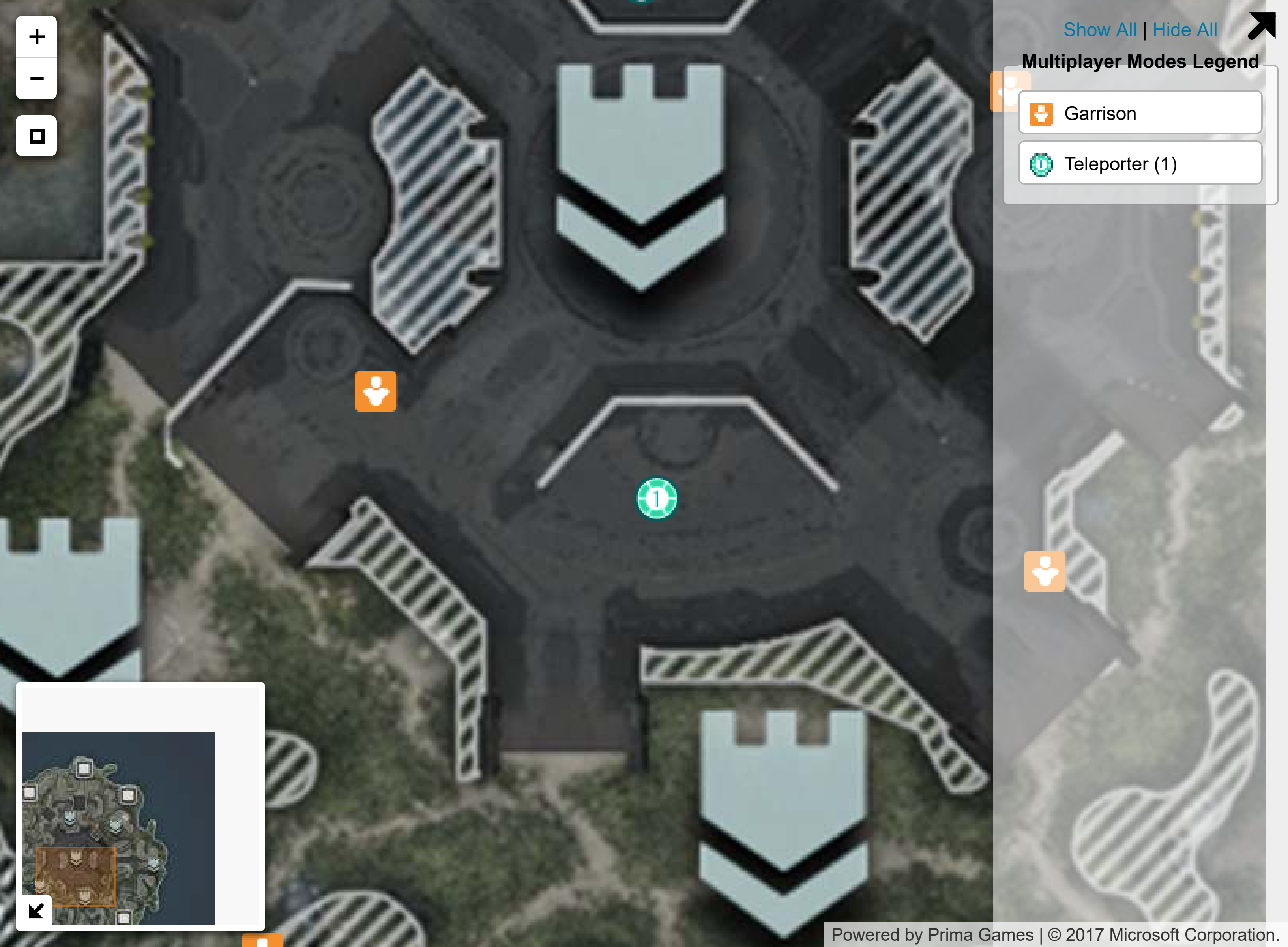

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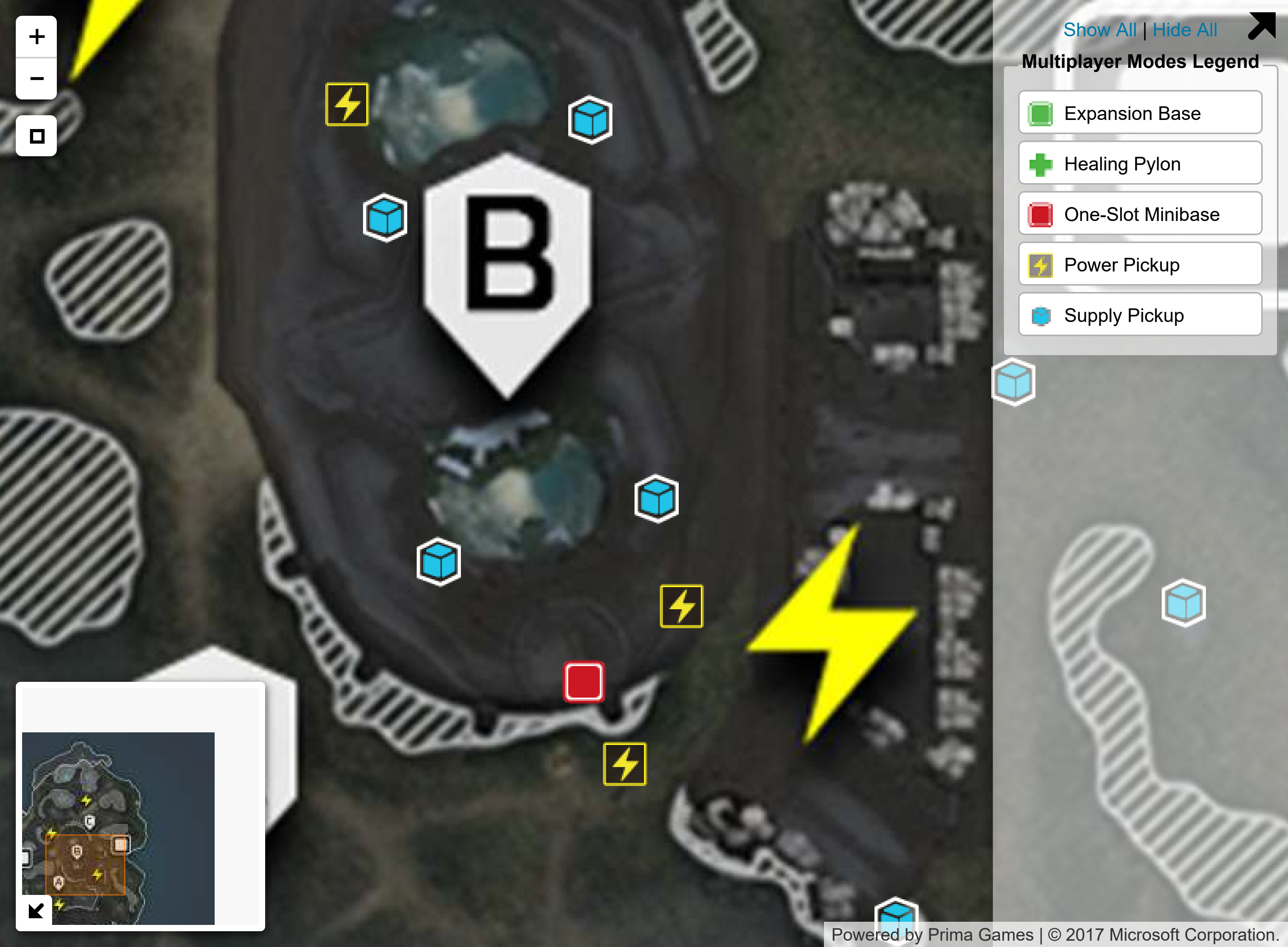
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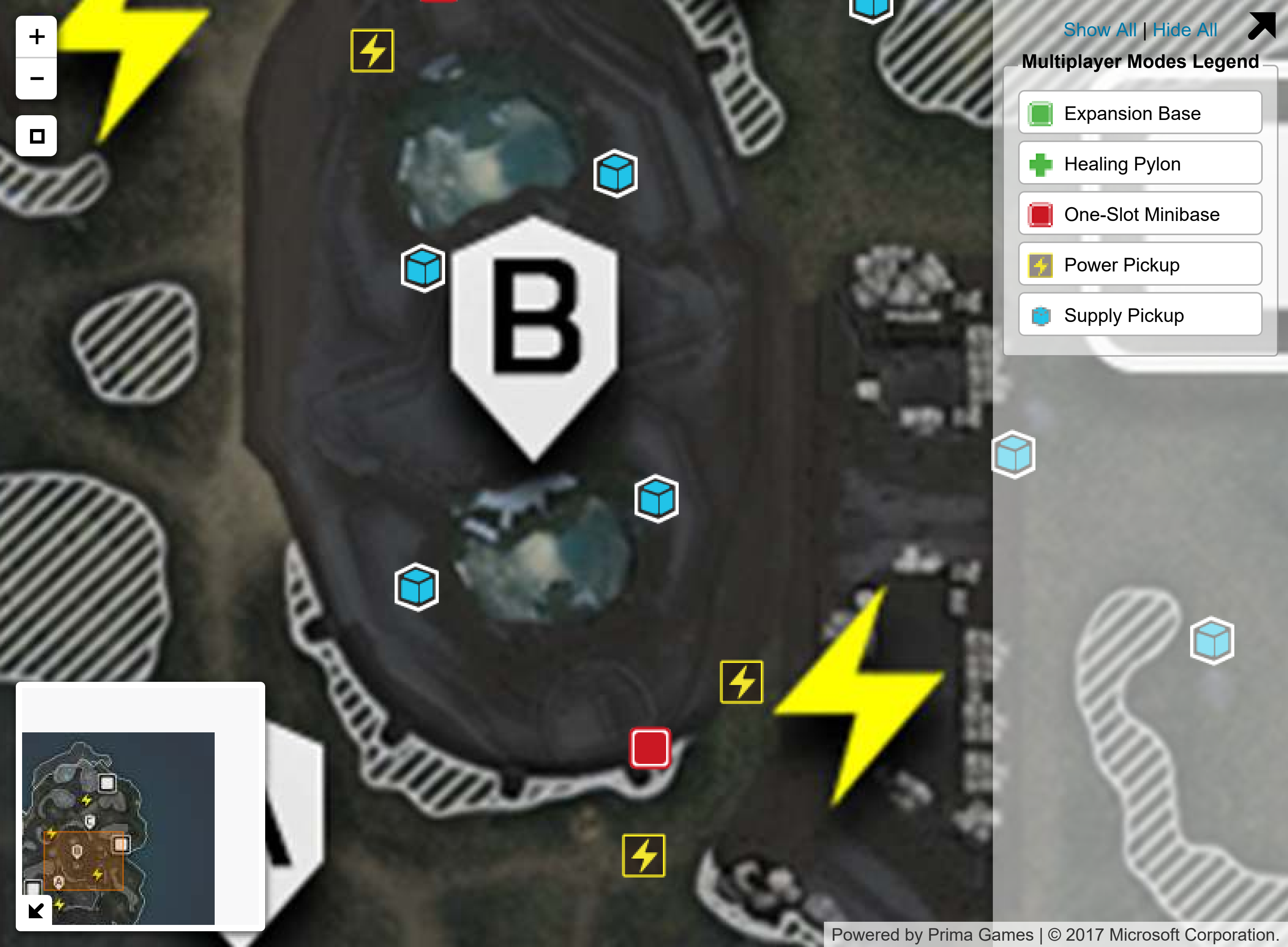
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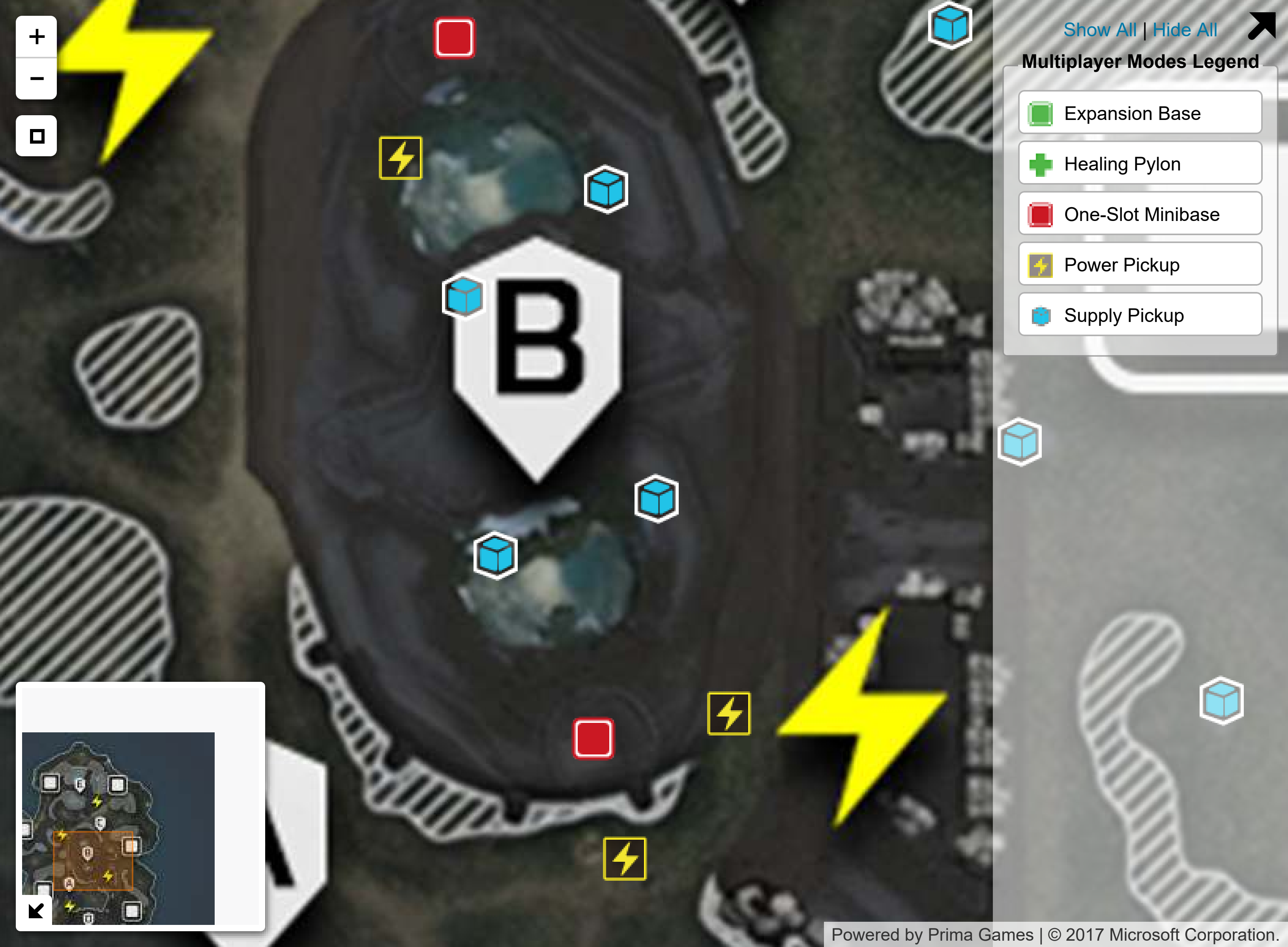
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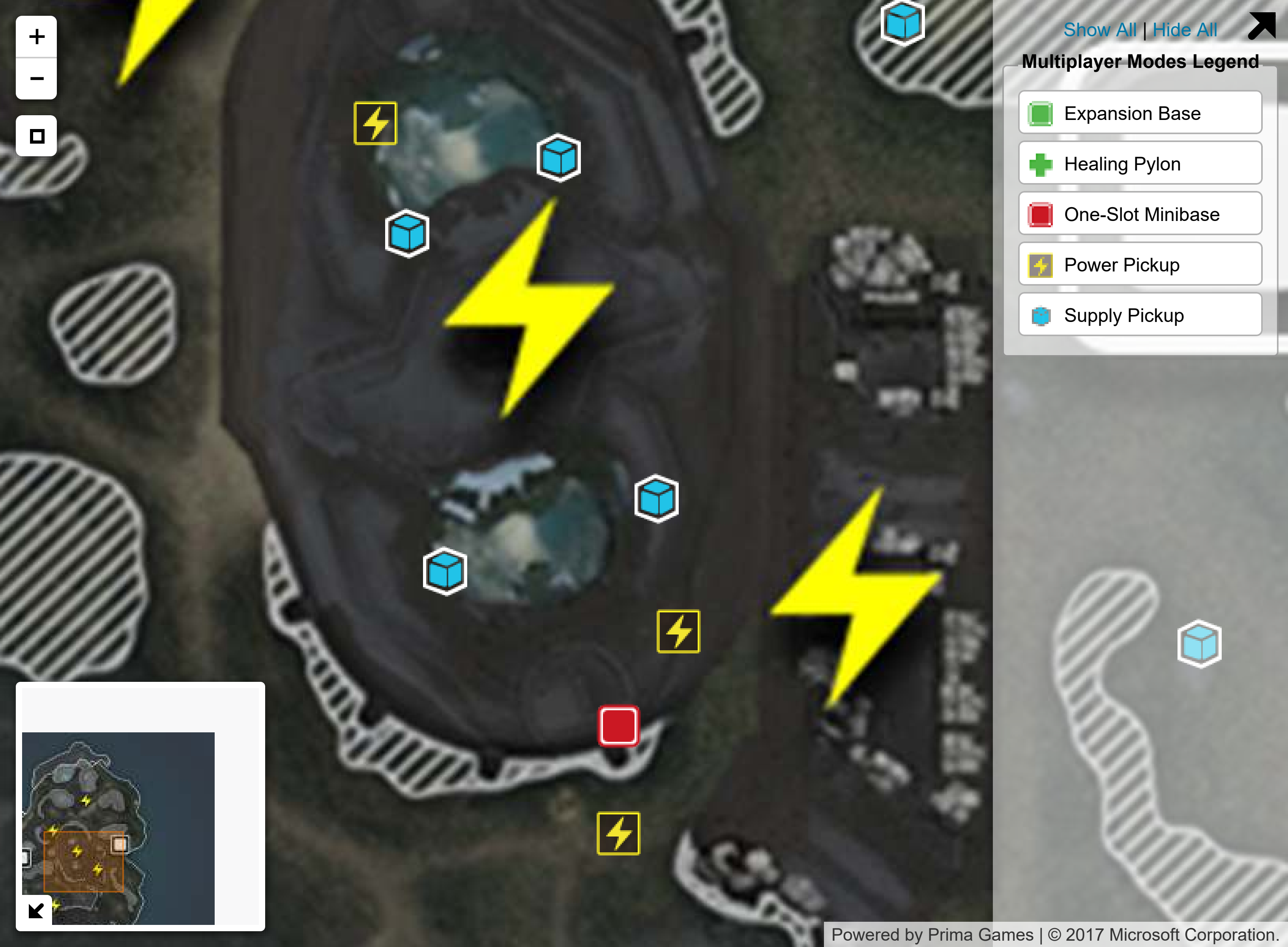
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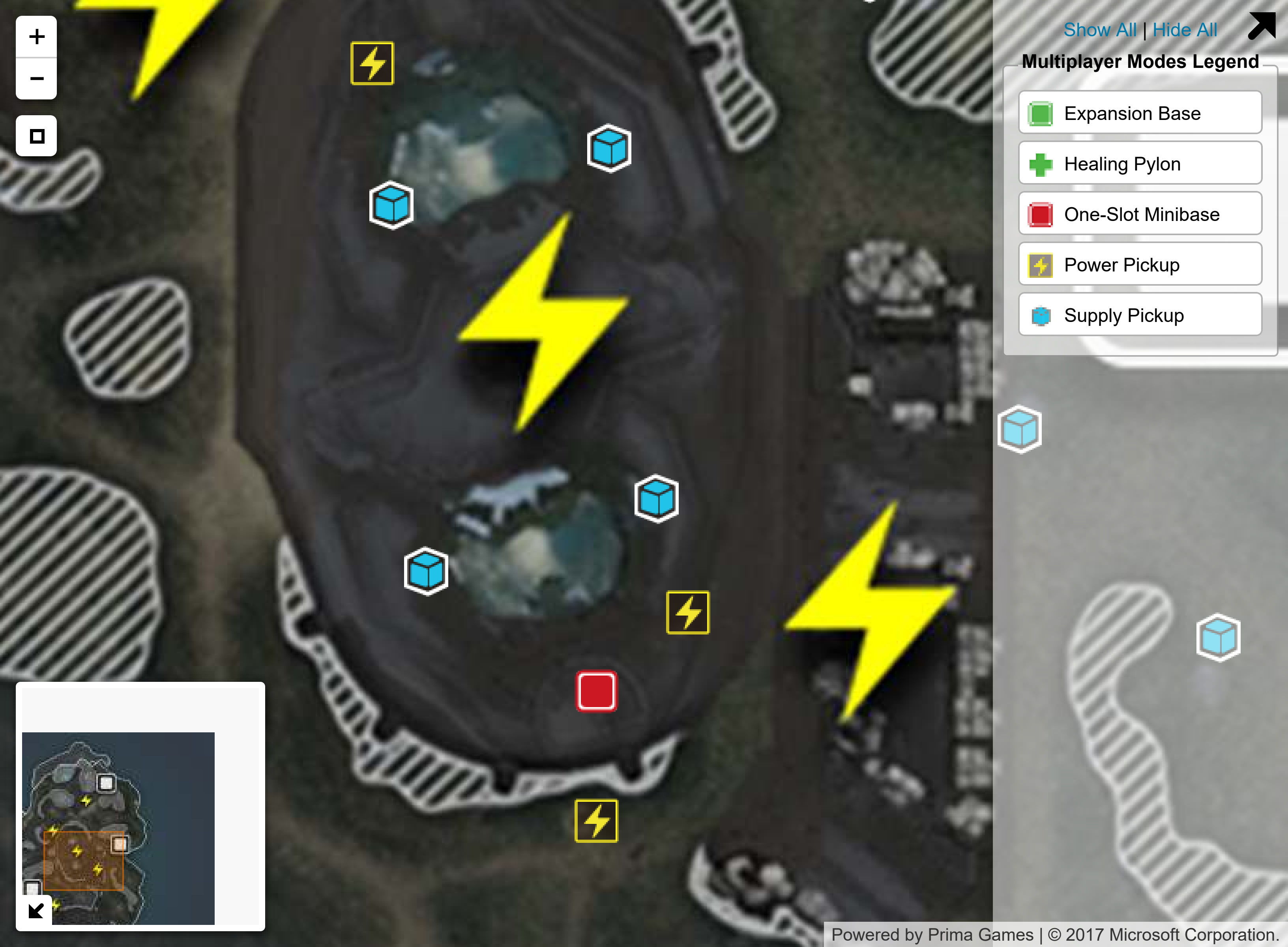
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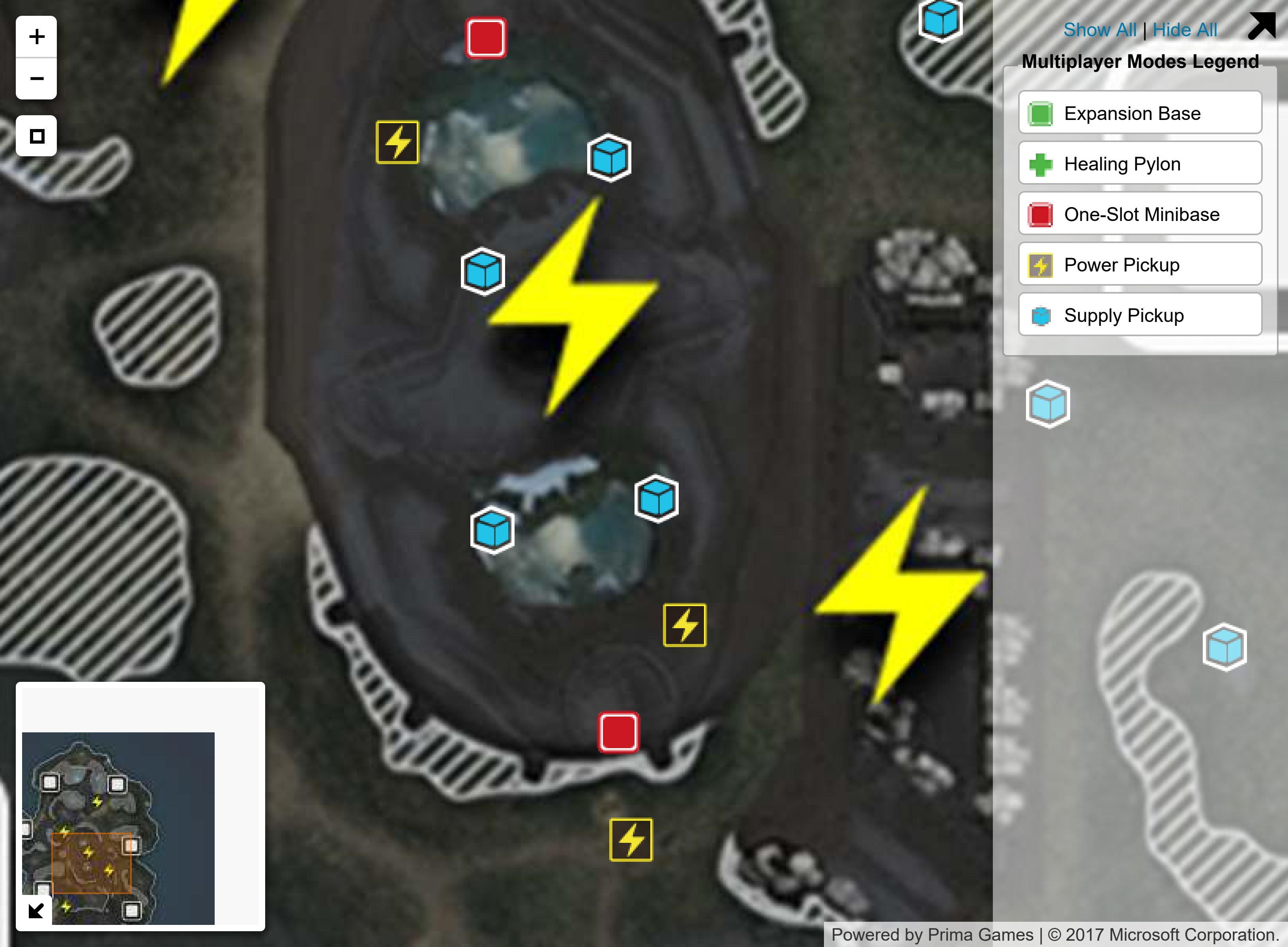
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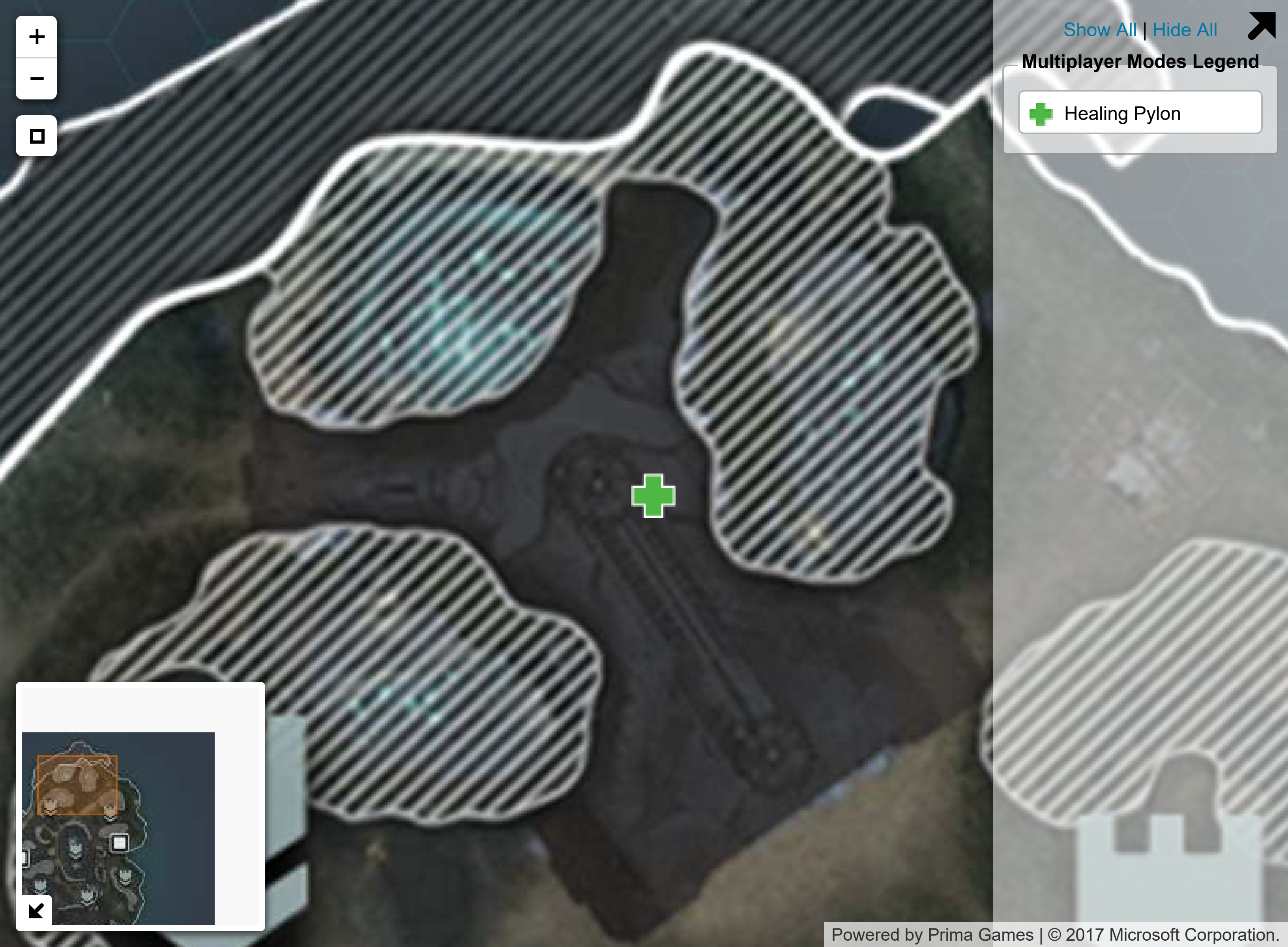
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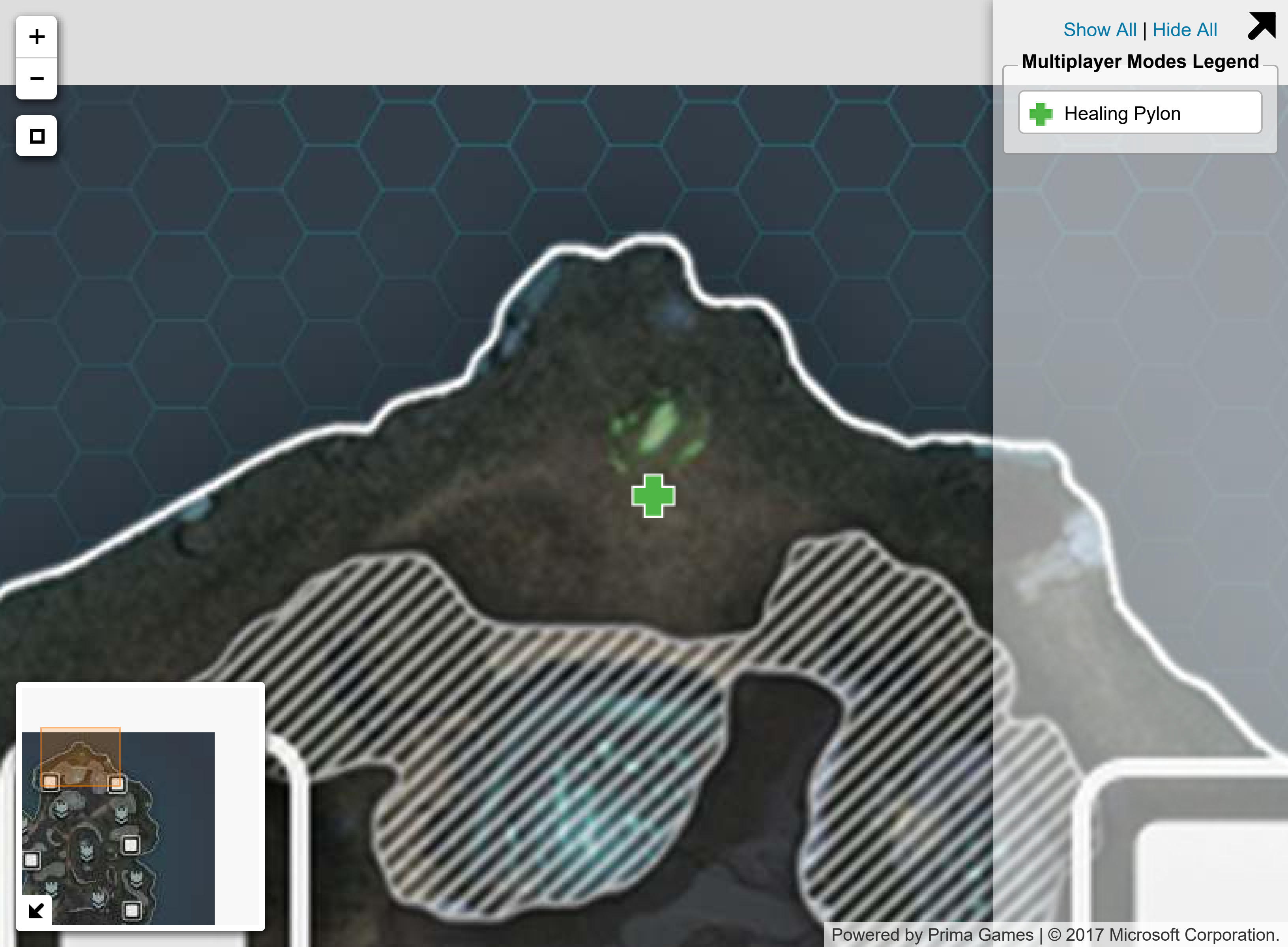
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Multiplayer Modes Legend
Healing Pylon

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Blitz

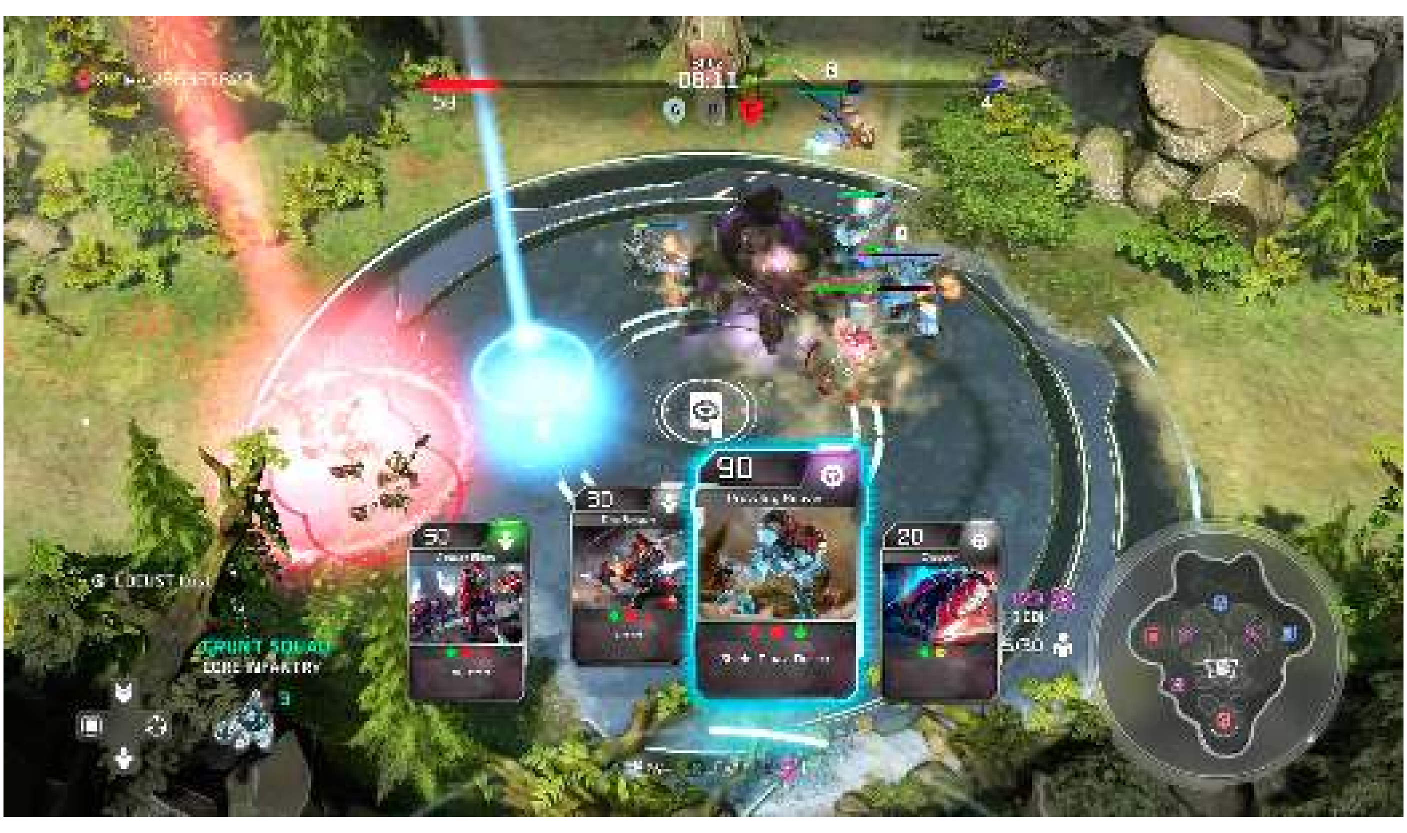
Core Concepts

Blitz does away with the base-building, research, and unit-training found in other game modes. Instead, this card-based game mode features simplified resource management and accelerated army growth. The result is a fast-paced and competitive test of skill and strategy.

Halo Wars 2's Blitz menu also offers Firefight—a sub-mode that brings the same mechanics to a prolonged battle against wave after wave of AI-controlled enemy units.

PLAYING BLITZ CARDS

Your card hand consists of four Blitz cards drawn from a 12-card deck. Each card in your hand carries a specific Energy cost. Playing a card automatically deducts the required Energy from your reserves, after which the card summons the corresponding unit or activates the indicated Power. The played card is then placed on the bottom of your deck, and a new card is added to your hand.



You also have the option to “cycle” cards. This process allows you to move a target card back into your deck, permitting a new card to take its place in your hand. Cycling carries a flat fee of five Energy per use, regardless of a card’s cost or rarity.

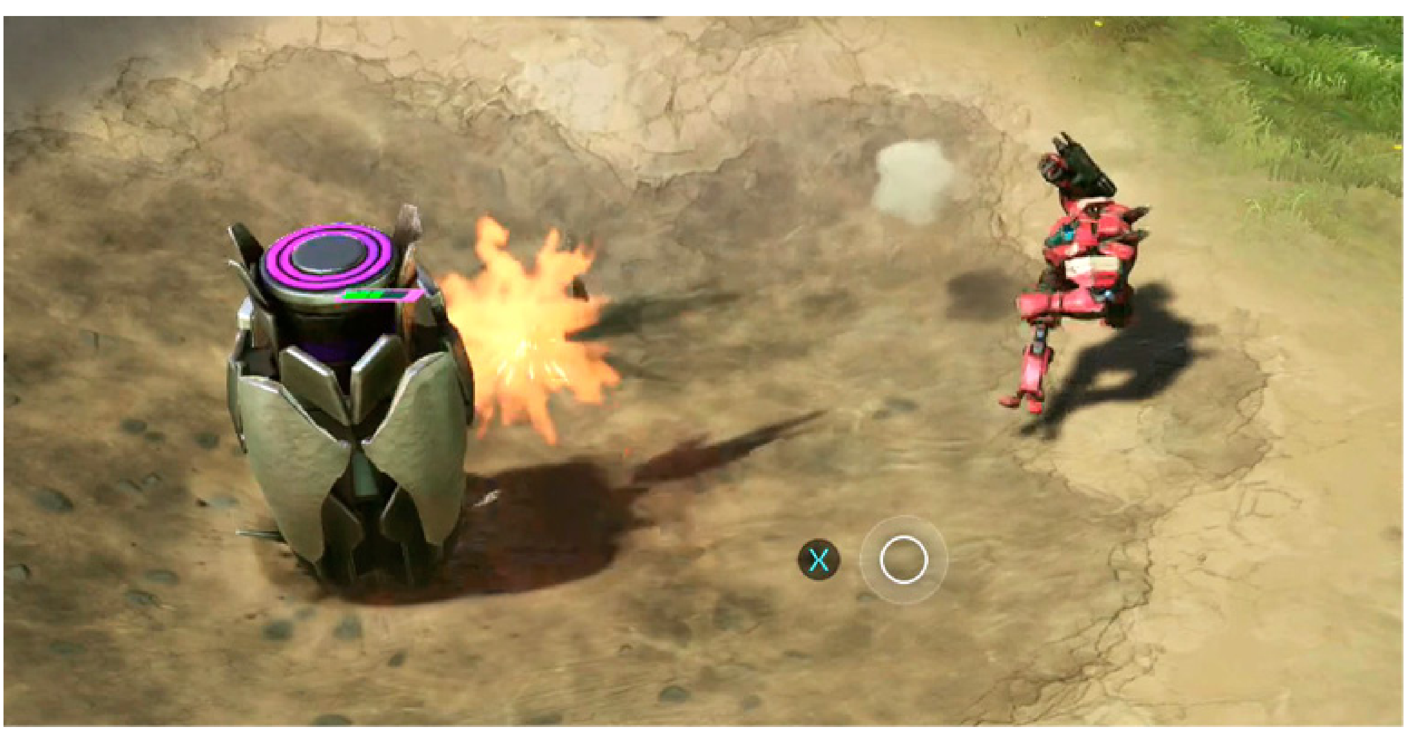
When you play a unit card, the corresponding unit instantly appears at your current location. In most cases, summoning a unit directly to the battlefield results in Deployment Fatigue. Units afflicted by Deployment Fatigue suffer a 50 percent penalty to health and damage for eight seconds. If the fatigued unit avoids taking damage during this time, it recovers all its health. If not, the unit’s health remains compromised even after the effects of Deployment Fatigue fade.

Although some units are immune to the effects of Deployment Fatigue, summoning units to your home base is the best way to ensure your reinforcements arrive at full strength.

MANAGING ENERGY

Blitz contains no Supply or Power—the only available resource comes in the form of Energy. Energy is consumed each time you play (or cycle) a card, so the more Energy you gather, the better.

Blitz and Firefight both feature Energy Crates that contain clusters of Energy Cells. In Blitz, collecting these Cells increases the rate of your Energy income. In Firefight, collecting a Cell instantly adds a set amount of Energy to your reserves.



Claiming a dropped Energy Crate is a two-part process. First you must destroy the Crate; then you must collect the revealed Energy Cells. While any unit capable of attacking can destroy an Energy Crate, only ground units can collect loose Energy Cells.

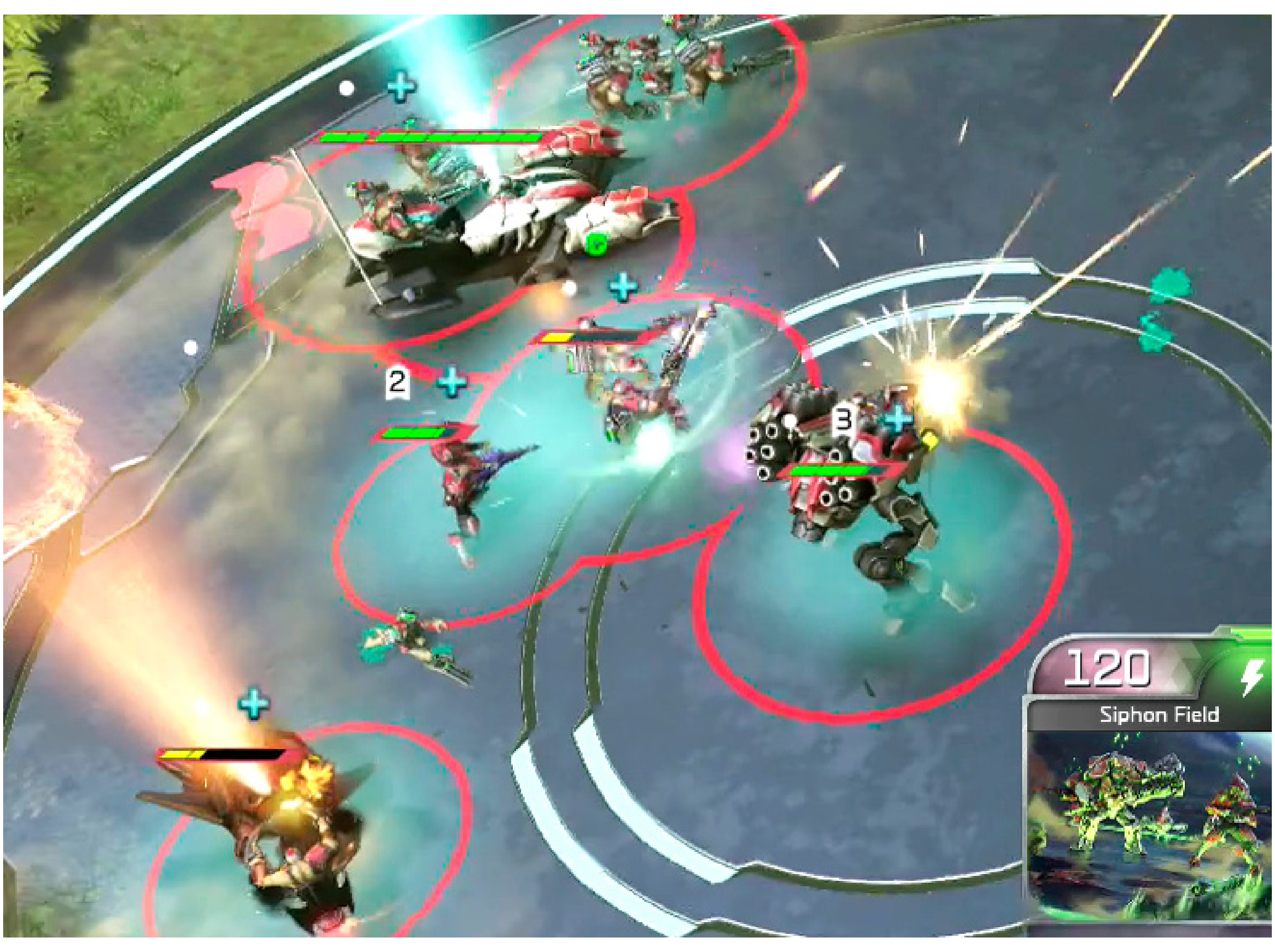
Each time you lose a unit, you receive a 50 percent refund for that unit’s Energy cost. This Energy value is distributed evenly across squad-based units, granting a smaller refund each time a squad loses one of its members.

HOLDING CONTROL ZONES

Specific objectives vary between Blitz and Firefight, but claiming and holding Control Zones should always be your priority. The units you summon, the Powers you utilize, and the strategies you employ throughout a match should all support your goal of holding more Control Zones than the opposing team.

MANAGING UNITS

Each player has a Population limit of 30 active units. In contrast to other game modes (in which different units carry different Population costs), Blitz counts each active unit as a single member of your Population.



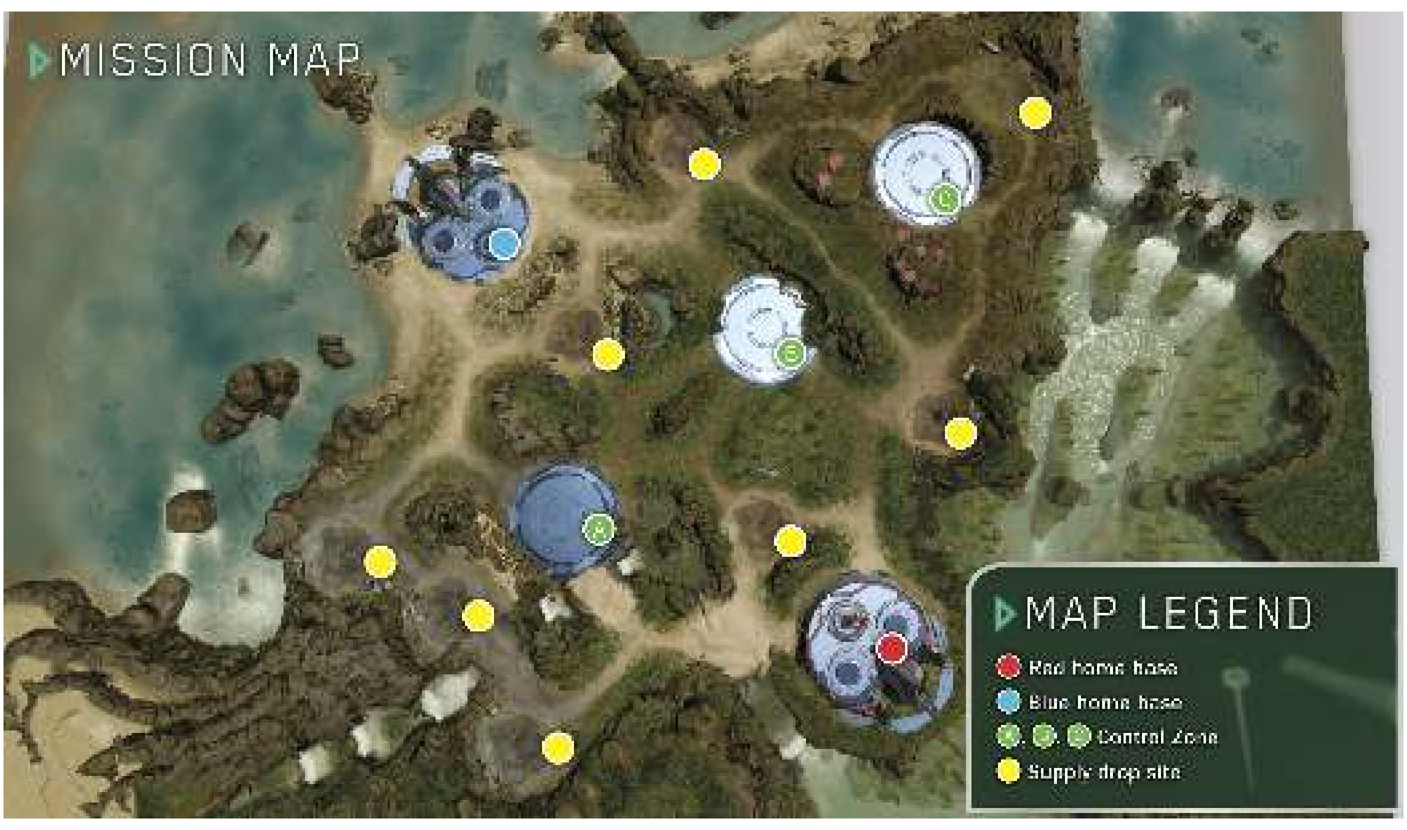
Controlling units in Blitz works just like controlling units in any other game mode—the mechanics behind selecting units, assigning control groups, and issuing basic move/attack/ability commands all remain unchanged. That being said, effectively managing your units is an essential component of succeeding in Blitz. It’s typically much more difficult to stockpile Energy in Blitz than it is to generate resources in other game modes, and a played card can take quite a while to return to your hand. In Blitz, every member of your army represents a significant investment.

SPECIAL UNITS

Unlike the units in other game modes, Blitz units don’t earn veterancy. However, many cards summon veteran units with the corresponding bonuses already in place. You also find cards that include Keywords—these indicate passive abilities, many of which aren’t available to units in other game modes.

Blitz

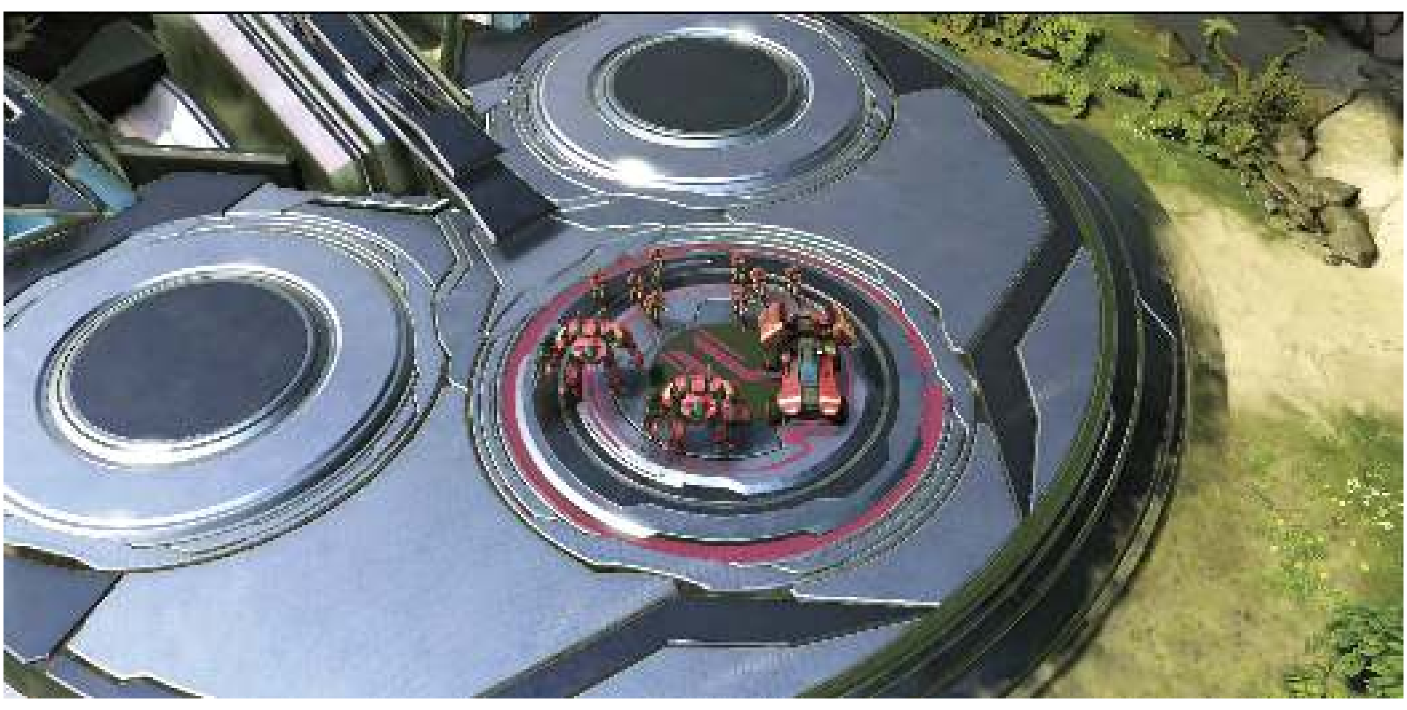
The Proving Grounds



Every game of Blitz and Firefight takes place on the Proving Grounds. Understanding the nature of this map is an important step toward understanding both of these game modes.

MAP FEATURES

Home Bases



The map includes two color-coded bases—one for each team. Your home base doesn't just serve as the point of origin for your team's starting armies, it also performs two vital functions for the duration of the match:

- It provides rapid and constant healing for any friendly units within its borders.
- It prevents Deployment Fatigue from affecting any units summoned within its borders.

Control Zones

Blitz
04:05
14
30
140
160
80

The map contains three Control Zones. Unlike the Points featured in Domination matches, Control Zones can be captured and lost instantly. Moving a single unit onto an empty Control Zone automatically claims it for your team; moving a single unit onto a Control Zone occupied by the opposing team automatically flags it as contested. To seize a Control Zone from the opposing team, you must eliminate (or chase off) any and all hostile units located within its borders.

Supply Drop Sites

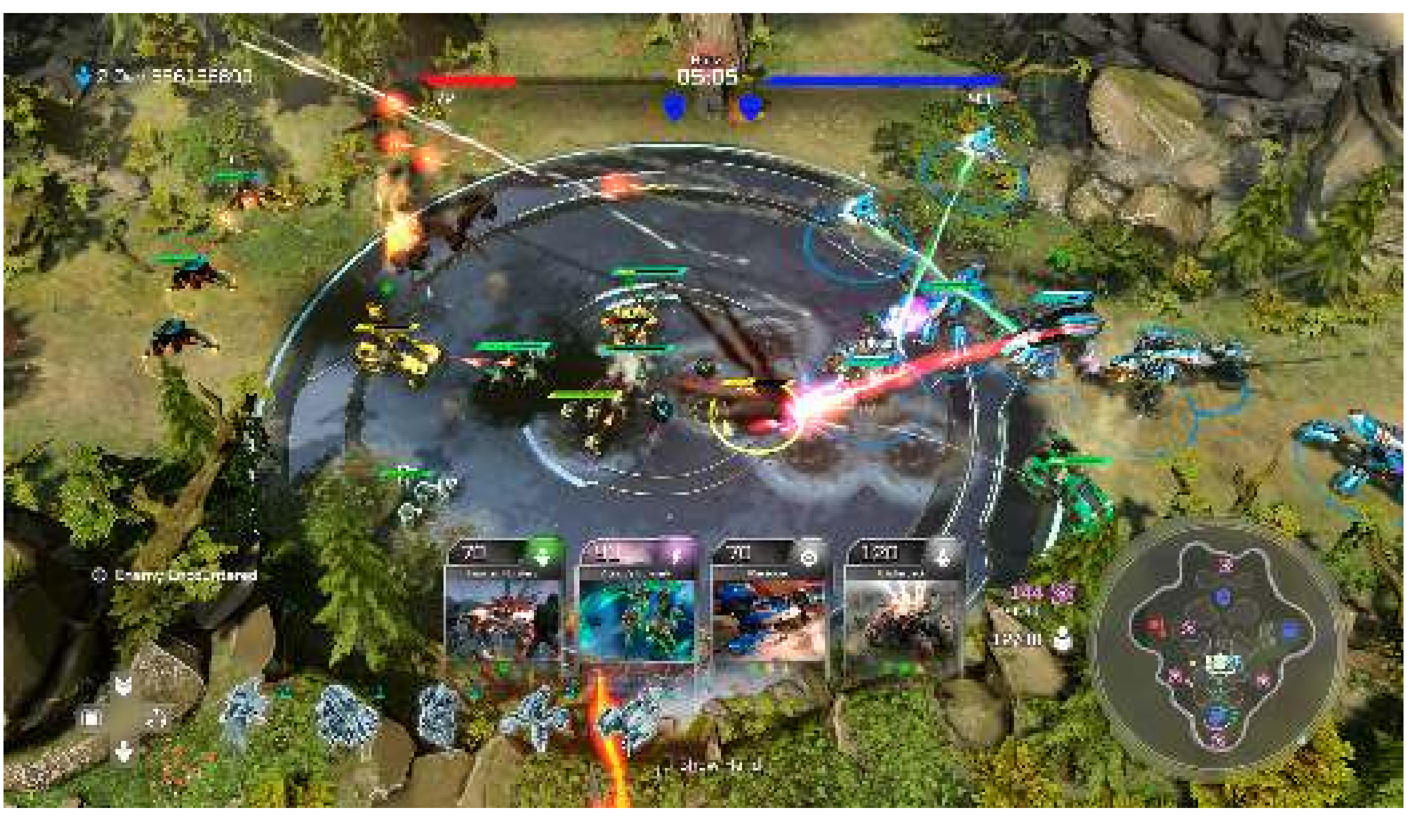
The map features eight shallow craters that indicate potential landing sites for Energy Crate supply drops. The timing (and number) of these drops varies between Blitz and Firefight, but Energy Crates never appear outside these designated areas.

Blitz Basics

Blitz is a competitive game mode that offers a variety of public and private match types supporting everything from 1v1 tests of strategy to chaotic 3v3 battles.

OBJECTIVE

In Blitz, you have 12 minutes to score more points than your opponent. You only earn points while you're holding more Control Zones than the opposing team. Claiming more Zones than your opponent yields one point every 1.3 seconds. Holding all three Control Zones triggers a Total Domination bonus, which grants one point every 0.7 seconds.



Victory goes to the first team to score 200 points, or to the team with the most points when the 12-minute time limit expires.

ENERGY INCOME

You start a Blitz match with a pool of 50 Energy for immediate use. Your Energy replenishes slowly over time—initially, one Energy is added to your pool every 0.7 seconds. Collecting Energy Cells from supply drops increases the amount of Energy every player on your team gains from each tick.

The base value for each Energy Cell varies depending on the selected team size, and the effect of collecting an Energy Cell is reduced each time your team collects nine Cells. This serves to balance late-game Energy tick values, ensuring that even the most dominant team is limited to a somewhat reasonable income advantage.

ENERGY INCOME BONUSES

TEAM SIZE	NUMBER OF ENERGY CRATES	ENERGY CRATE LIMIT
1v1	+0.1 Energy per tick	+3.46 Energy per tick
2v2	+0.1 Energy per tick	+3.80 Energy per tick
3v3	+0.08 Energy per tick	+3.89 Energy per tick

In Blitz, supply drops occur at predetermined times. Two Energy Crates appear on the battlefield 10 seconds after a match begins. At 50 seconds, one more Energy Crate drops into play. After that, supply drops occur every two minutes. However, the number of Energy Crates that appear with each drop varies based on the chosen team size, and failing to collect existing Crates prevents additional Crates from dropping.

SUPPLY DROP SCHEDULE

TEAM SIZE	NUMBER OF ENERGY CRATES	ENERGY CRATE LIMIT
1v1	Three Crates per 120 seconds	Three active Crates
2v2	Four Crates per 120 seconds	Four active Crates
3v3	Five Crates per 120 seconds	Five active Crates

BASIC BLITZ TACTICS

Even without conventional bases, most Multiplayer strategies have a place in Blitz. An early rush can weaken an opponent's forces, making it more difficult for them to hold Control Zones or claim Energy. If you prefer booming, focus on claiming supply drops and boosting your army with low-cost units. In Blitz, turtling is a matter of map control; use a diverse mix of units and Powers to discourage hostile forces from claiming Energy or contesting Control Zones.

The Total Domination bonus is a great way to boost your score, but it can be difficult to achieve and is nearly impossible to maintain. It's often better to focus on holding two Control Zones, which can serve to strengthen your defending forces as well as make them easier to manage.

Avoid destroying Energy Crates near enemy ground units—loose Energy Cells are automatically collected by the first ground unit to move into range. Allowing your opponent to scoop up your hard-earned Cells is a costly (and frustrating) mistake. Focus fire on enemy units, and switch back to the target Crate only when the area is clear. Of course, always look for opportunities to claim the contents of any Crates your opponent destroys.

Remember that all teammates benefit from the Energy Cells collected by allies. Coordinate with your team to ensure that supply drops are dealt with quickly and efficiently.

Make good use of your control groups—particularly in 1v1 matches. Form a group of fast-moving vehicles to handle supply drops, use a slot to manage designated healers, or assign control groups that allow you to jump between units responsible for holding various Control Zones. Proper unit management is always important, but never more so than in a fast-paced Blitz match.

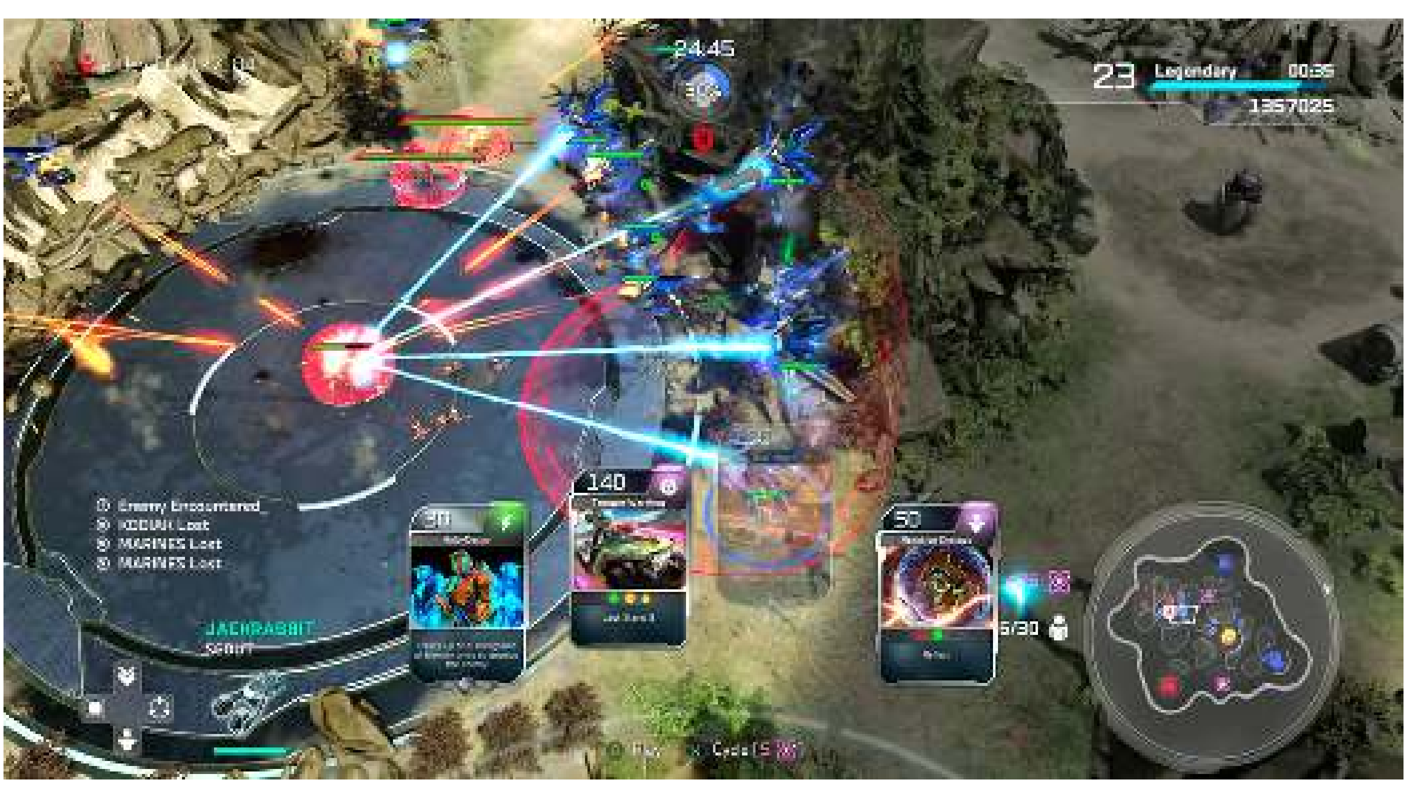
Blitz

Firefight Basics

Firefight pits you and up to two friends against increasingly difficult waves of AI enemies. This game mode features core Blitz mechanics, but the unique nature of Firefight makes it a very different experience.

OBJECTIVE

In Firefight, there are no victory conditions—the objective is to survive as long as possible while earning your highest possible score. Whether you prioritize time played, waves completed, or final score is up to you.



The meter at the top of the screen indicates how close you are to being defeated. The meter fills whenever your opponent holds more Control Zones than you do. Holding at least as many uncontested Control Zones as your opponent prevents the meter from moving.

While your opponent has a basic Zone advantage, it takes approximately three seconds for the meter to fill by 1 percent. It takes approximately 1.5 seconds for your meter to fill by 1 percent when your opponent holds all three Control Zones. When the meter reaches 100 percent, the game ends.

Along with stopping the meter, holding more Control Zones than your opponent adds a steady stream of points to your score. These rewards add up over time, but the bulk of your score is likely to come from defeating enemy units. Point values vary between units, and more powerful units tend to have a greater effect on your score.

You also earn bonus points by performing extended killstreaks. Starting a killstreak is simply a matter of landing two killing blows within three seconds of each other. If you fail to land a third killing blow within the next three seconds, the killstreak ends. If you succeed, the killstreak continues. The more kills you chain together, the more points you earn when the killstreak ends.

KILLSTREAK BONUSES

KILLS	STREAK NAME	BONUS POINTS
4	**Overkill**	500
6	**Killtacular**	600
8	**Killtrocity**	700
10	**Killamanjaro**	800
12	**Killtastrophe**	900
14	**Killpocalypse**	1000
16	**Killionaire**	2000
18	**Running Riot**	3000
20+	**Untouchable**	5000

ENERGY COLLECTION

In Firefight, Energy doesn't replenish over time. You begin each game with 200 Energy. Aside from this starting pool (and whatever refunds you receive as you lose units), all your Energy must be collected from supply drops.

Claiming a supply drop in Firefight works just like claiming one in Blitz—you must destroy an Energy Crate and collect the revealed Energy Cells. However, collecting an Energy Cell in Firefight has a different effect. Instead of boosting your Energy tick rate, each Cell you collect adds a flat amount of Energy to your reserves.

An Energy Crate always contains three Cells. In Firefight, collecting a Cell always yields 40 Energy. However, this Energy is distributed evenly among teammates. In 2v2, collecting a Cell grants each teammate 20 Energy; in 3v3, each teammate receives 13.3 Energy. Fortunately, larger teams are awarded more substantial supply drops.

Supply drops occur at the start of each wave. The number of Energy Crates that appear is determined by the size of your team—each supply drop contains one Crate for each teammate. This means that in all Firefight modes, each player can gain up to 120 Energy per supply drop.

In Firefight, the map accommodates up to five active Energy Crates—regardless of team size. Reaching this limit prevents additional Crates from dropping, so it's usually best to collect available Energy Cells before the next wave begins.

WAVE PROGRESSION

Firefight features wave after wave of increasingly difficult enemies. At the start of a wave, a timer in the screen's upper right corner begins counting down. Once the allotted time expires, the next wave begins—whether or not you've dealt with existing enemies.

25 Legendary 01:14
775075
Zone B contested
24/30

Most waves last 60 seconds. However, every fifth wave serves as something of a promotion round. During these special waves, you have 90 seconds to clear out powerful armies (led by Hero units) before the next wave begins. The game's difficulty increases each time you survive a promotion round, resulting in greater numbers of more powerful enemies per wave.

FIREFIGHT DIFFICULTY LEVELS

WAVES	DIFFICULTY
1-5	Easy
6-10	Normal
11-15	Hard
16-20	Heroic
21-25	Legendary
26+	Nightmare

BASIC FIREFIGHT TACTICS

Because each enemy wave is essentially a rush, defensive tactics tend to work well. Decks focused on map control or battle control can be very effective during more difficult waves.

Although surrendering a Control Zone is often necessary, it's never wise to let your opponent hold more than one. If your army isn't strong enough to reclaim a vital Control Zone, use fast-moving units to harass defenders—charge in to contest the Zone for as long as possible, and then head back to your home base for emergency healing. Do whatever you can to minimize the time hostile forces hold more Zones than you do.

The opposition has no interest in supply drops, but enemy ground units are still capable of collecting loose Cells. Avoid destroying Energy Crates while enemy units are close by; you can always circle back and collect a Crate's contents when the area is clear.

It isn't practical to hoard your Energy, but try to keep a bit in reserve as you move on to more challenging waves. You never know when a well-timed Power or unit will turn the tide of a battle.

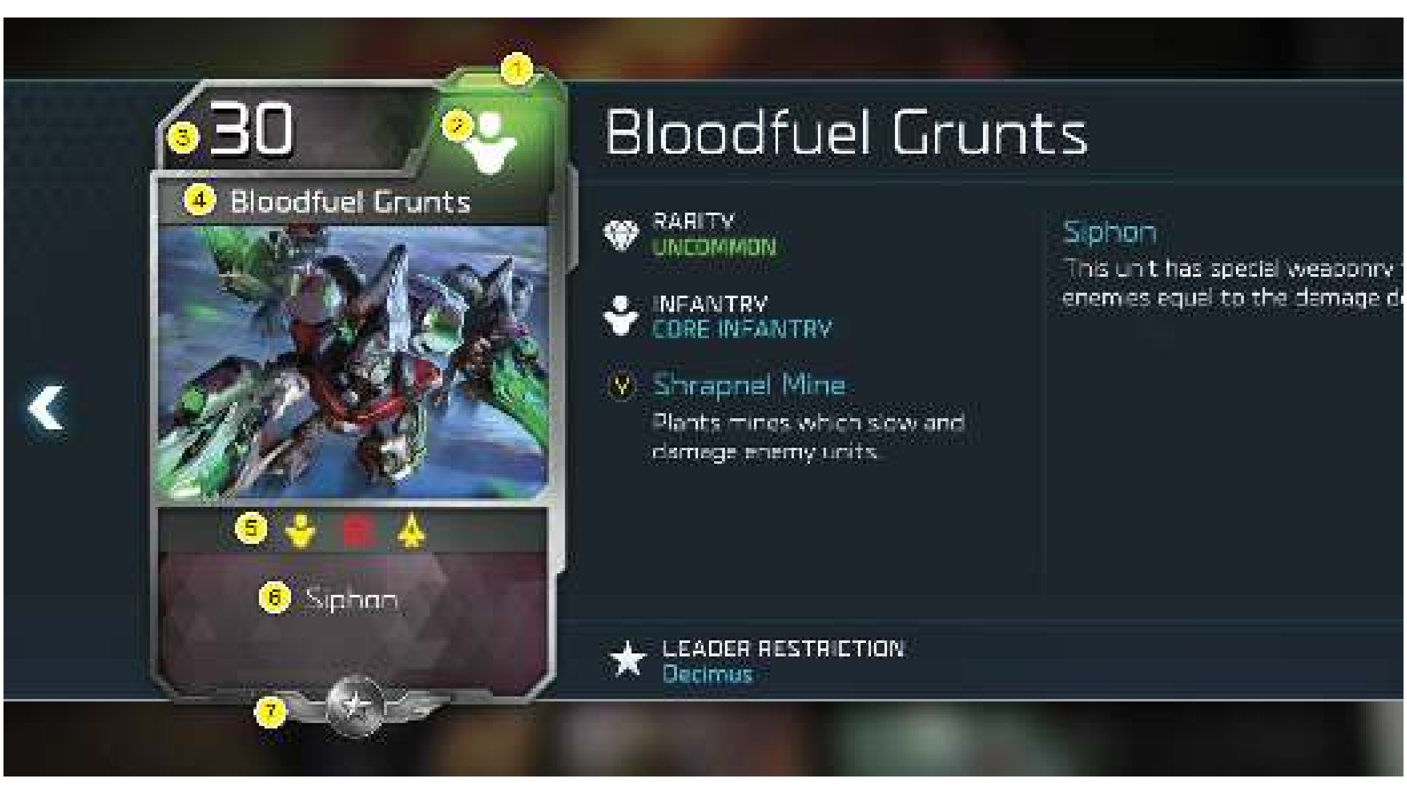
If your standing army is in decent shape, consider waiting for the next wave of enemies to appear before you summon reinforcements. A few well-chosen counter-units usually make for the most efficient use of your limited Energy.

Remember that each time you lose a unit, you receive a refund of half its Energy cost. Because Firefight lacks the Energy income found in Blitz, sacrificing one or more of your less-important units is often the fastest way to raise funds for a much-needed Power or counter-unit.

A cliff overlooks each of the map's Control Zones. If your army contains artillery units, place them on the high ground. Doing so makes it much easier to thin out larger waves. As your army grows, support your artillery with a few counter-units to help fend off direct attacks from hostile units.

Blitz

Card Basics



Plants mines which slow and damage enemy units.

This unit has special weaponry
enemies equal to the damage d

① **Rarity:** Each card is assigned one of four color-coded rarity ratings: Common (gray), Uncommon (green), Rare (purple), or Legendary (gold).

② **Card Type:** Indicates whether the card activates a Power or deploys a specific unit type.

③ **Energy Cost:** The amount of Energy required to play the card.

④ **Name:** Unit or Power name.

⑤ **Combat Rating:** Indicates a unit's effectiveness against various unit types.

⑥ **Keyword/Description:** Indicates special unit abilities or Power effects.

⑦ **Leader Restriction:** Appears on leader-specific Blitz cards. Cards without this emblem can be used by any leader belonging to the appropriate faction.

Visit your Card Library to inspect all currently available Blitz cards (whether or not you own them). Here you find additional details about unit abilities, leader restrictions, level progress, and more.

KEYWORDS

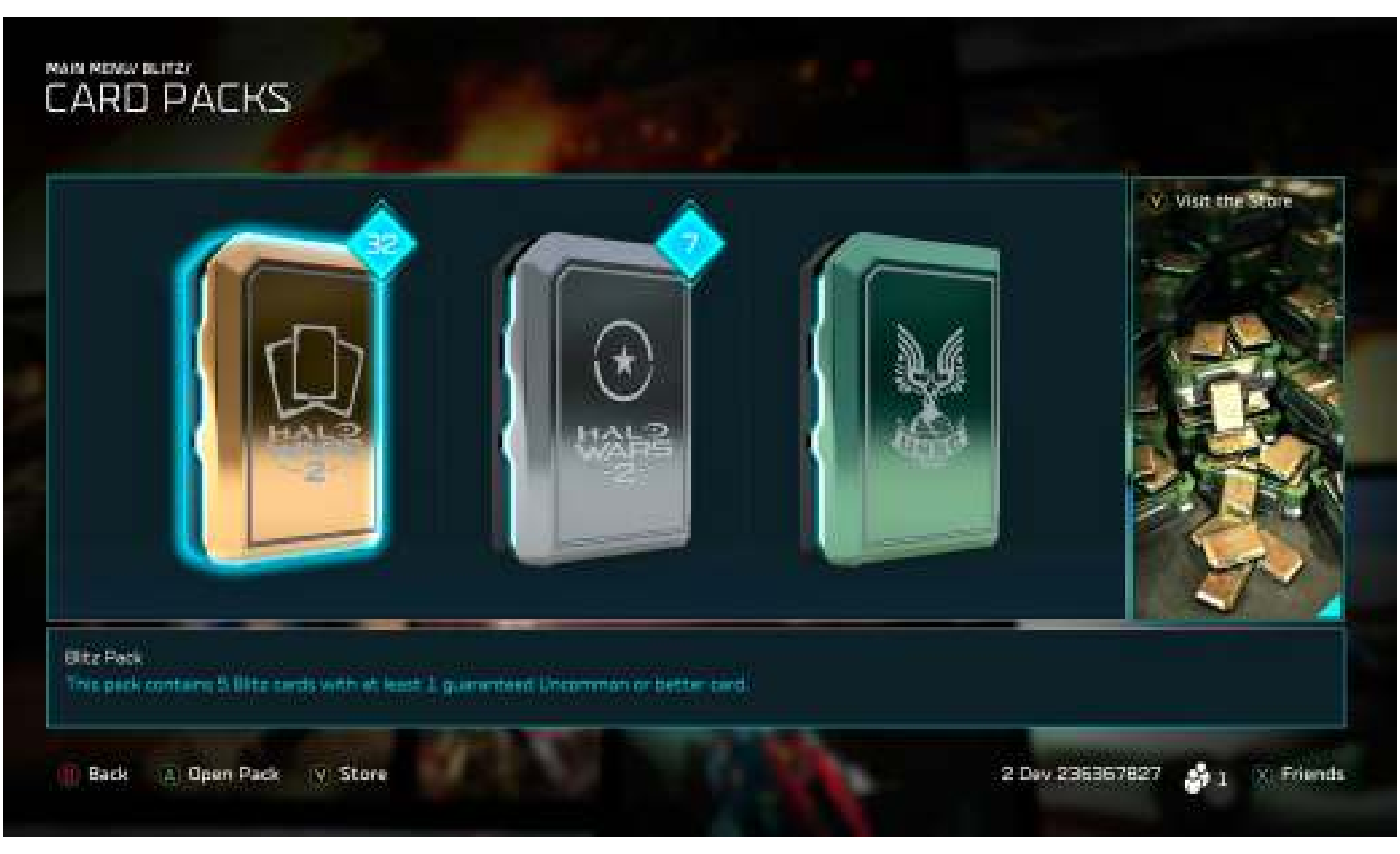
Some cards feature Keywords that indicate passive abilities featured by the unit in question. Some Keywords correspond to core abilities like cloak detection or healing. However, many Keywords indicate abilities that are only found in Blitz and Firefight.

KEYWORD ABILITIES

KEYWORD	DESCRIPTION
Blast	This unit explodes violently upon death, damaging troops in its radius.
Cloak	This unit deploys invisibly, able to move and attack without revealing itself for the first 90 seconds.
Detect	This unit detects and reveals nearby cloaked enemies.
Guard	This unit covers nearby allies, receiving all damage they would normally take.
Last Stand	When this unit falls in battle, a number of infantry troops jump out to continue the fight.
Rally	This unit inspires nearby troops to deal increased damage.
Reflect	Half of the damage this unit takes is automatically dealt back to an enemy attacker.
Rush	This unit ignores fatigue when deployed, charging into battle at full strength.
Shield	This unit possesses energy-shield protection that absorbs damage and regenerates when out of combat.
Shock	This unit intimidates nearby enemy troops, significantly reducing their armor.
Siphon	This unit possesses special weaponry that steals health from its enemies equal to the damage dealt.
Support	This unit cannot attack and instead focuses on support or healing skills to boost your army.

CARD PACKS

Initially, you have access to each leader's starter deck and a basic selection of Blitz cards. You can use all these cards to design a wide variety of custom decks, but competitive Blitz players would do well to expand their libraries as quickly as possible. Gaining new cards not only allows for more diverse decks, it can also make your existing cards more powerful.



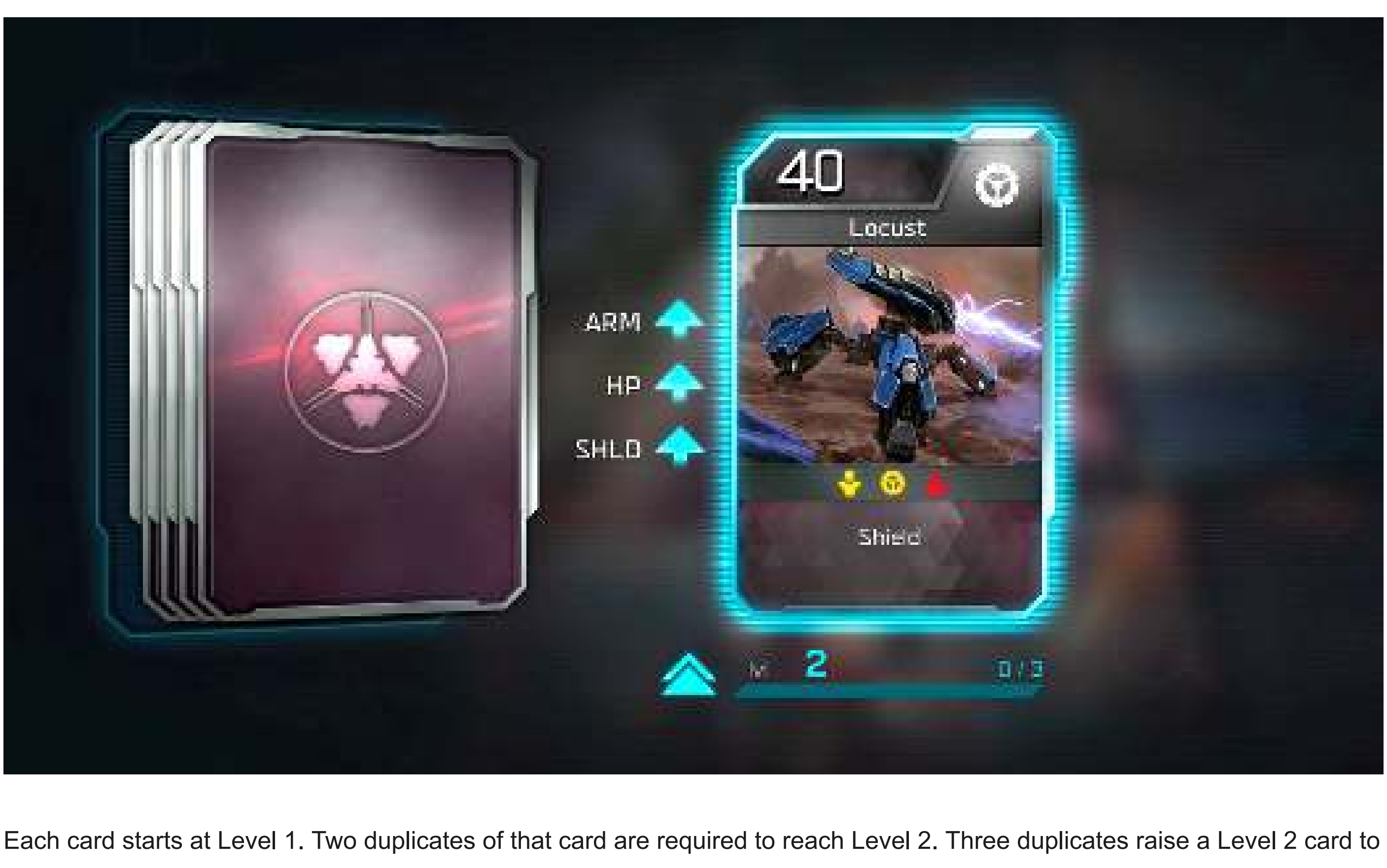
Blitz Pack

This pack contains 5 Blitz cards with at least 1 guaranteed Uncommon or better card.

You can earn or purchase several varieties of card packs, most of which offer a random selection of five Blitz cards. You earn new packs by completing missions, increasing your Spartan Rank through competitive play, or simply logging in to play each day. Every pack you open serves to unlock new cards or increase the levels of cards you already own.

LEVELING CARDS

Whenever you receive a duplicate card, it automatically combines with your original copy. It takes more than one duplicate to increase a card's level, but every duplicate you receive moves you one step closer to a more effective unit or Power.



Each card starts at Level 1. Two duplicates of that card are required to reach Level 2. Three duplicates raise a Level 2 card to Level 3. The cost for each level increases until a card reaches Level 5. From that point on, the card levels up each time you collect five duplicates. Blitz cards gain significant boosts as they progress through their first six levels. From Level 7 onward, cards gain only minimal boosts.

CARD LEVELING REQUIREMENTS

CARD LEVEL	DUPLICATES REQUIRED PER LEVEL	TOTAL CARDS REQUIRED
Level 1	—	1
Level 2	2	3
Level 3	3	6
Level 4	4	10
Level 5	5	15
Level 6	5	20

A total of 20 copies (including your original card) are required for a Blitz card to reach Level 6. At this point, the card is considered "tournament quality." The benefits of leveling up vary from card to card, but units generally receive stat boosts that support their intended role.

STANDARD LEVEL 6 UNIT STAT BOOSTS

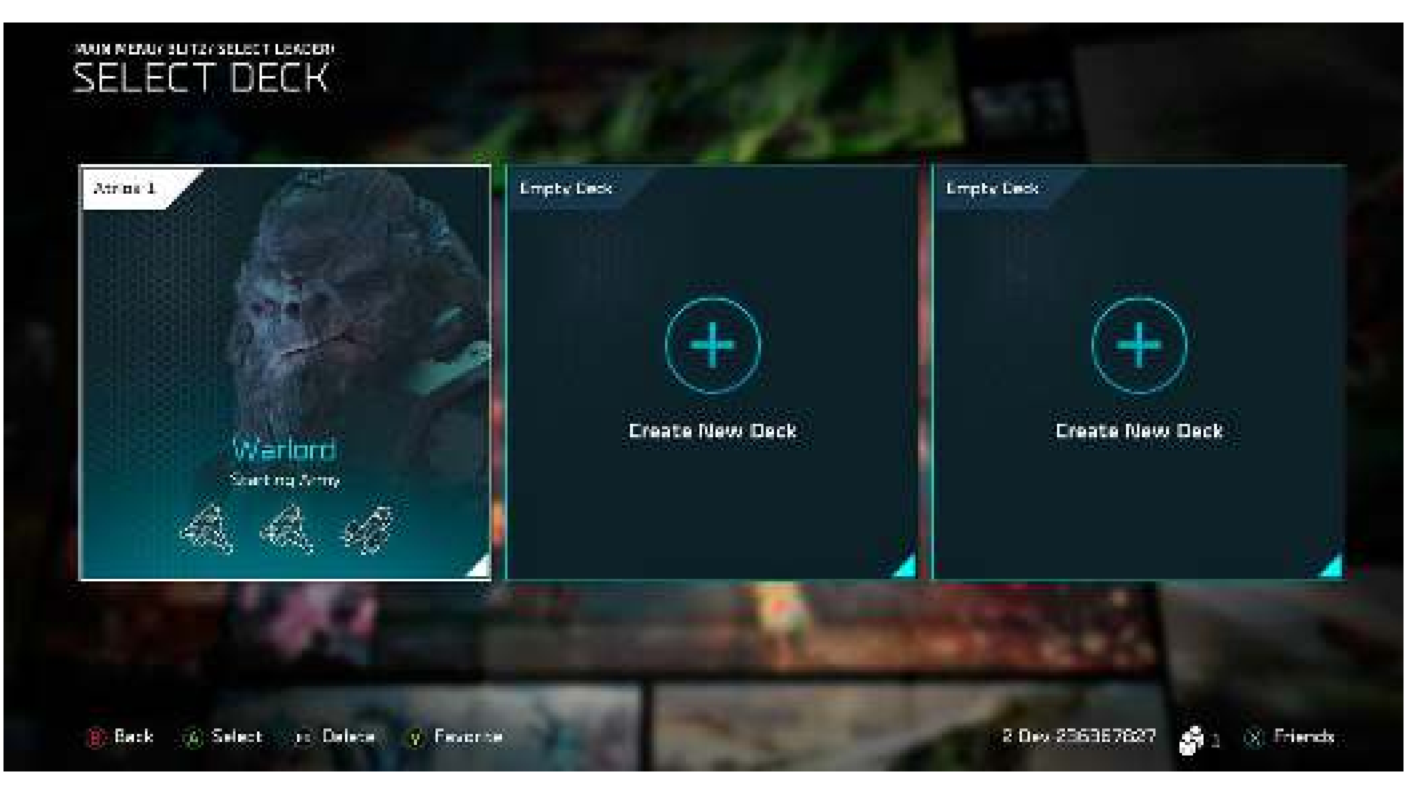
STAT	CORE	HARASS	COUNTER	DEFENSE	HERO	HEALER
Health	+22%	+30%	+35%	+26%	+20%	+26%
Armor	+20%	—	—	+30%	+15%	+30%
Shields (if present)	+19%	+24%	+29%	+23%	—	—
Damage	+60%	+70%	+85%	+50%	+40%	—
Range	—	—	+15%	—	—	—
Speed	—	+20%	—	—	—	—
Heal/Repair Speed	—	—	—	—	—	+50%

At Level 7 and above, all units gain +1 percent health and +1 percent damage per level-up.

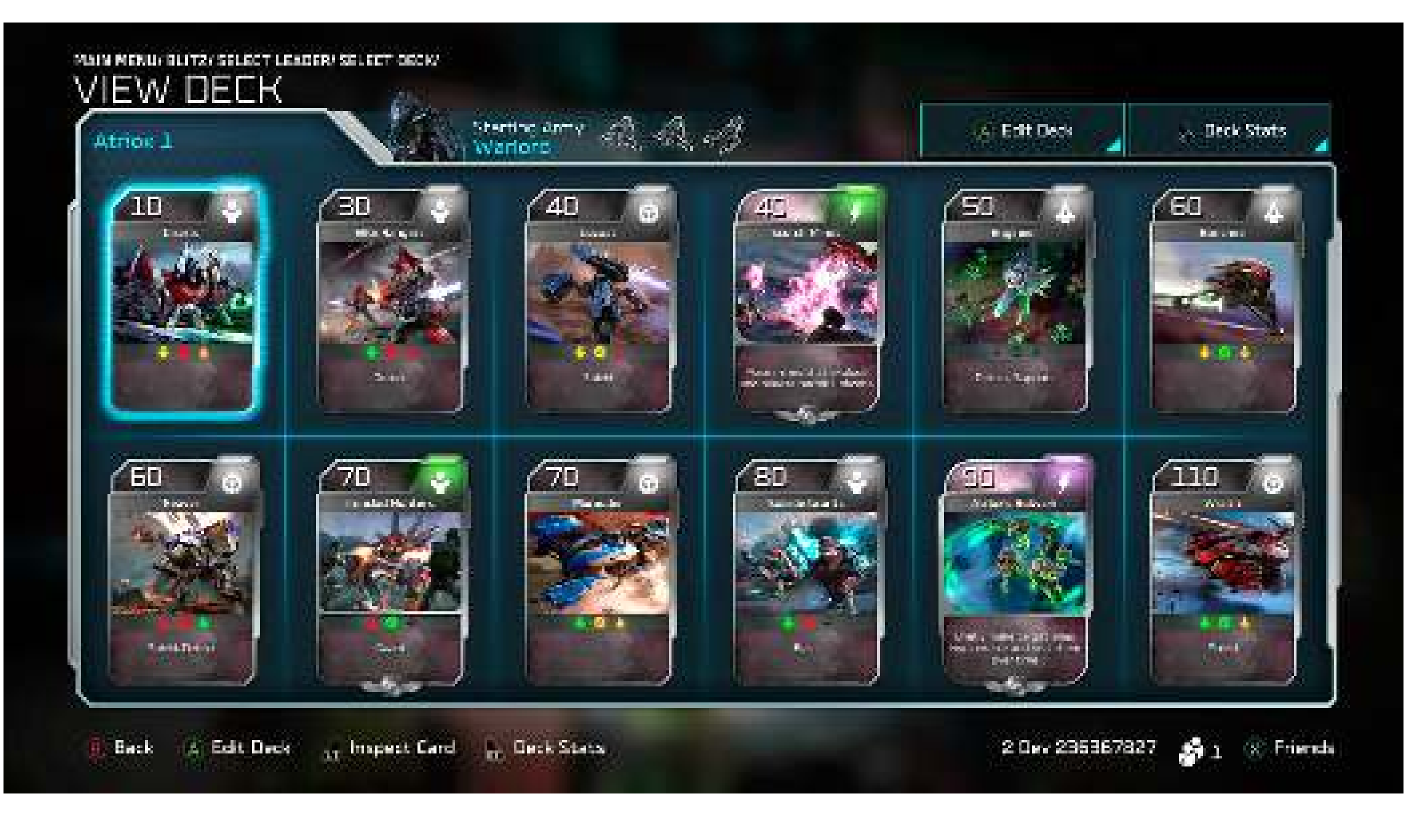
Blitz

Deck Basics

Each leader offers three deck slots. Initially, the first slot contains that leader's starter deck; the two remaining slots are empty. Your choice of leader determines which cards you can place in a deck and which units serve as your starting army.


MAIN MENU/ BLITZ/ SELECT LEADER/
SELECT DECK
Atriox 1
Warlord
Starting Army
Empty Deck
Create New Deck
Empty Deck
Create New Deck
Back
Select
Delete
Favorite
2 Dev 236367827
Friends

Starter decks tend to present a good balance of cards meant to highlight a leader's strengths, but you're free to edit them as you see fit. This means that each leader can support a total of three custom decks. Experimenting with different decks is the key to discovering your most effective Blitz tactics—especially as you acquire new and more powerful cards.


MAIN MENU/ BLITZ/ SELECT LEADER/ SELECT DECK/
VIEW DECK
Atriox 1
Starting Army
Warlord
Edit Deck
Deck Stats
10
30
40
40
50
60
60
70
70
80
90
110
Back
Edit Deck
Inspect Card
Deck Stats
2 Dev 236367827
Friends

STARTING ARMIES

Your deck not only determines which cards you can use in Blitz and Firefight, it also determines which units are available at the start of a match. Each leader offers two different starting armies, many of which contain powerful Blitz-exclusive units. Whether you favor strength, speed, or sheer numbers, make sure you select a starting army that supports your overall strategy.

STARTING ARMIES

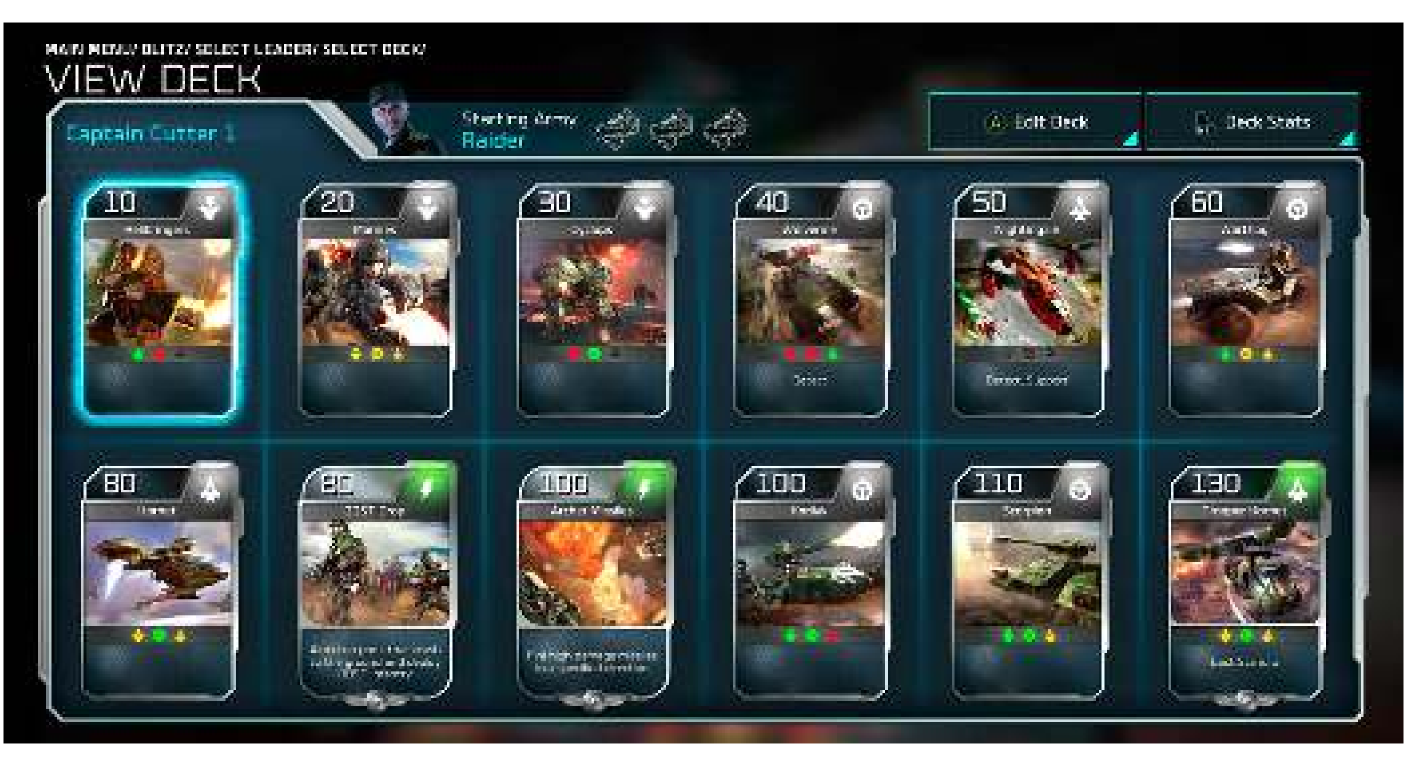
LEADER	ARMY 1 THEME	ARMY 1 UNITS	ARMY 2 THEME	ARMY 2 UNITS
Cutter	Raider	Warthog ×3	Phoenix	Nightingale, ODSTs ×2
Isabel	Hacker	Wild Jackrabbit ×2, Hornet	Heavy Weapons	Marines ×2, Trooper Warthog
Anders	Tactician	Cyclops ×2, Marines ×2, Wolverine	Sentinel Swarm	Aggressor Sentinel ×3, Protector Sentinel
Atriox	Warlord	Banshee ×2, Marauder	Bulletproof	Ironclad Hunters, Elite Rangers, Grunts ×2
Decimus	Berserker	Jump Pack Brutes ×3, Reaver	Vampire	Bloodfuel Grunts ×4, Terror Chopper
Shipmaster	Scout	Ghost ×3	Assassin	Prowling Marauder ×2

DLC STARTING ARMIES

LEADER	ARMY 1 THEME	ARMY 1 UNITS	ARMY 2 THEME	ARMY 2 UNITS
Forge	Full Metal	Marines ×2, Grizzly	Mad Dash	Reactive Marines ×2, Veteran Jackrabbit

DECK-BUILDING

It can take a good deal of trial and error to find a deck that suits your play style, and as you acquire new and more powerful cards, you may find yourself favoring strategies you'd previously dismissed. Whether you're building a deck from scratch or tweaking an existing deck, we provide a few simple guidelines to help you make the most of the cards in your Library.


MAIN MENU/ BLITZ/ SELECT LEADER/ SELECT DECK/
VIEW DECK
Captain Cutter 1
Starting Army
Raider
Edit Deck
Deck Stats
10
20
30
40
50
60
80
80
100
100
110
130

‣ A Balanced Approach

For a flexible deck that can hold up against a variety of tactics, balance is the key. As a rule of thumb, a balanced deck contains 10 unit cards and two Power cards. Other combinations can certainly be effective—particularly as you level up your cards—but when you're building a new deck, this is a good place to start.

Typically, a balanced deck includes at least one card for each of the following unit types:

- Infantry
- Vehicle
- Air
- Anti-infantry
- Anti-vehicle
- Anti-air
- Support (healing)

The cards you select to fill these roles serve as the core of your deck—if you're aiming for balance, avoid choosing cards that are too costly to use early in a match.

Assuming your deck has a core of seven unit cards, you still have enough space for two Powers and three additional units. All that's left is to fill the remaining slots with the cards that best support your intended strategy. Powers, Keywords, and high-level cards can dramatically change the way your deck performs, but maintaining a balanced core helps to keep you prepared for whatever your opponents might throw at you.

> **FAVORITE DECK**
>
> If you find a deck you like, mark it as your favorite in the Select Deck menu. This ensures that the deck is automatically selected whenever you join a Quick Match.

‣ Specialized Decks

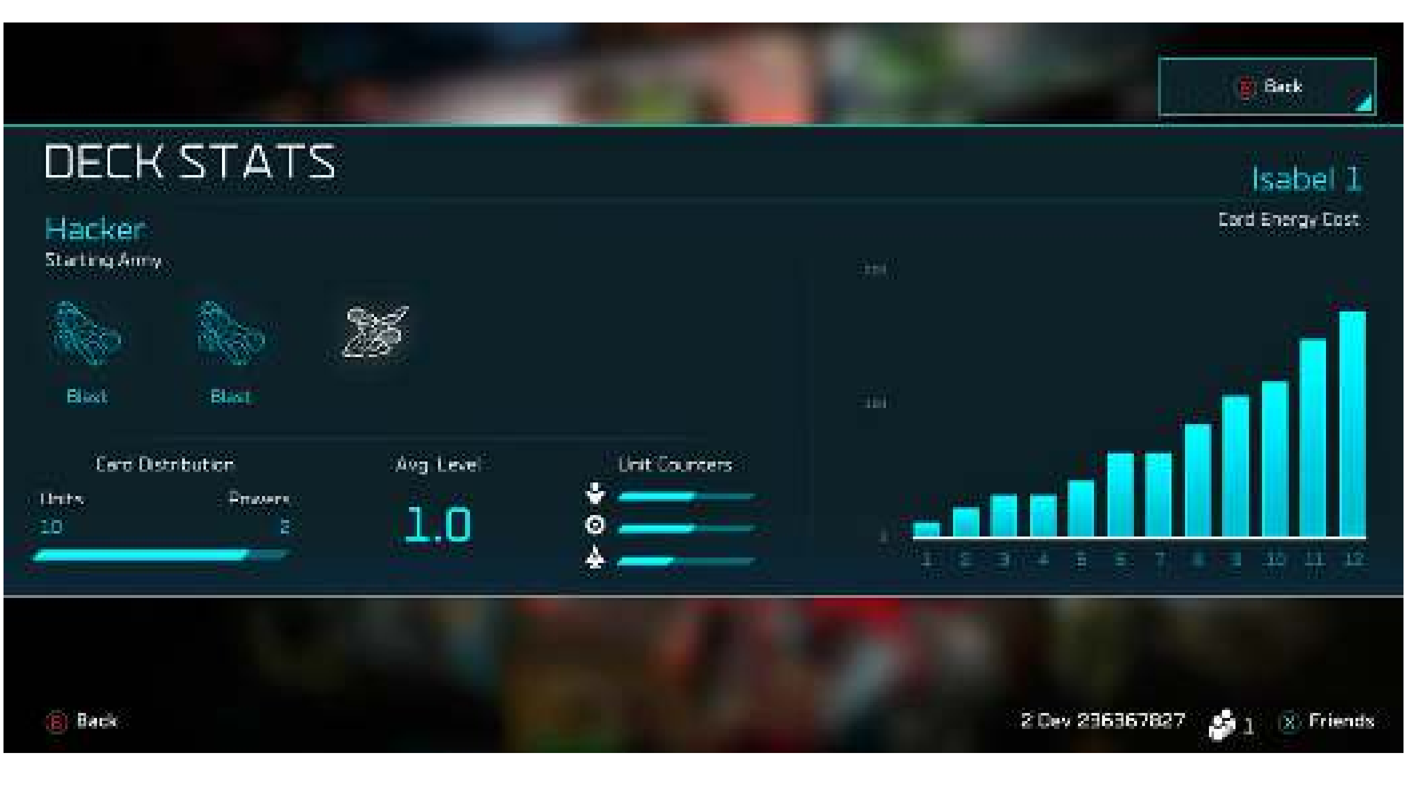
Balanced decks are intended to work well in any situation—and they can be modified to support a great many strategies—but if you plan on playing with teammates, you might consider trying a more specialized deck.

04:46
05
Easy
CORE INFANTRY
30
160
90
220
50
8/30
Show Hand

The key to specialization is to make sure your allies' decks complement your own. For example, if a teammate favors inexpensive units, you can build a deck with a few high-cost cards—the extra units your teammate produces might buy you enough time to focus on more powerful cards. As long as you're confident your teammates can make up for your deck's shortcomings, you can utilize decks and strategies that aren't viable in 1v1 matches.

‣ Deck Stats

Whether you're building for balance or specialization, it's always a good idea to review the Deck Stats summary before taking a new deck into battle. The details offered here provide a good indication of your deck's strengths and weaknesses.


Back
DECK STATS
Isabel 1
Card Energy Cost
Hacker
Starting Army
Blast
Blast
Card Distribution
Units
Powers
10
2
Avg. Level
1.0
Unit Counters
1
2
3
4
5
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7
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9
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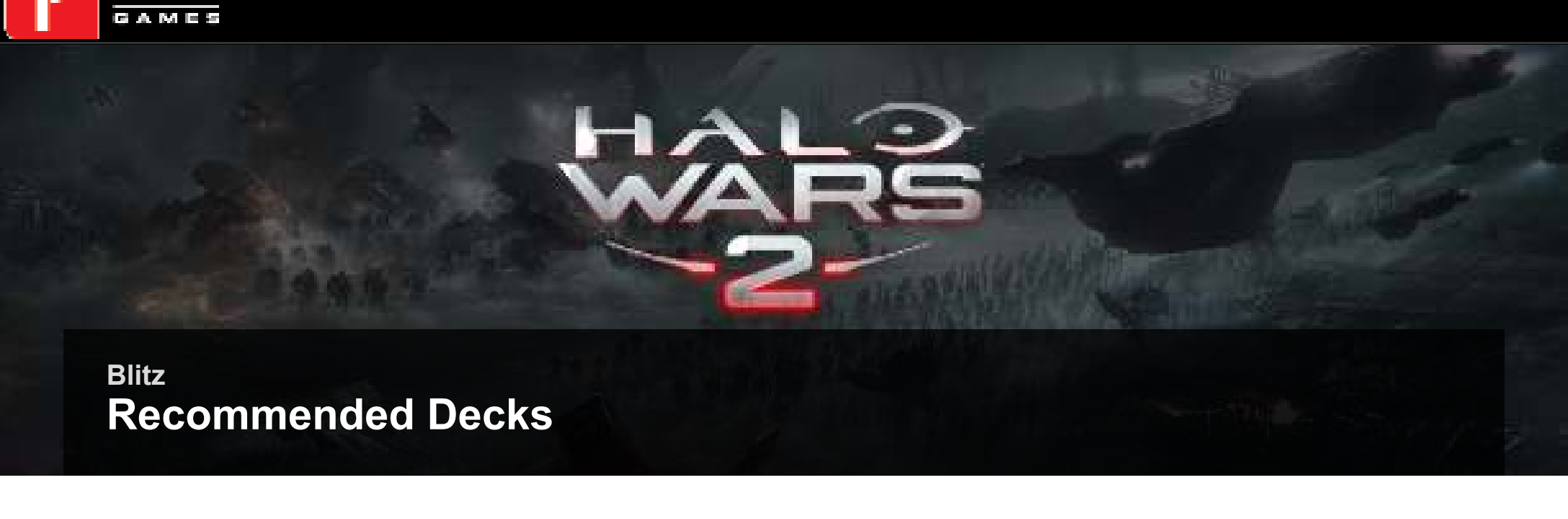
12
Back
2 Dev 236367827
Friends

This screen is also a big help whenever a deck fails to perform as well as you'd hoped. Whether you struggled with drawing a useful hand, countering enemy units, or managing your Energy, the information here makes it much easier to adjust your deck accordingly.

> **FORGED IN FIREFIGHT**
>
> A game of Firefight is a great way to test out a new deck. If it performs well during more difficult waves, chances are good it's ready for some online competition.



Blitz

Recommended Decks

Every leader supports a variety of play styles, but because each leader offers different starting armies and exclusive cards, different leaders lend themselves to different strategies. For a few ideas, consult the following decks, which come recommended by a group of expert Blitz players.

CUTTER

Cutter's leader-restricted cards support a great forward push with a solid selection of mid-to-high-cost units.

‣ Strategy 1: Balance

Starting Army: Phoenix

This deck includes cards with a wide variety of Energy costs. It also features a good selection of unit types, strong Keywords, a direct-damage Power, and a terrific Hero unit:

RECOMMENDED DECK

1. **Hellbringers**
2. **Marines**
3. **Cyclops**
4. **Nightingale**
5. **Wild Hellbringers**
6. **Warthog**
7. **Vanguard Wolverine**
8. **ODST Drop**
9. **Archer Missiles**
10. **Stealth Kodiak**
11. **Trooper Hornet**
12. **Jerome-092**

‣ Strategy 2: Attack

Starting Army: Raider

This ramping deck focuses on early damage while allowing you to build up to stronger units and Powers as the match progresses:

RECOMMENDED DECK

1. **Marines**
2. **Jackrabbit**
3. **Cyclops**
4. **Wolverine**
5. **Nightingale**
6. **Wild Hellbringers**
7. **Hornet**
8. **ODST Drop**
9. **Kodiak**
10. **Double Time**
11. **Vulture**
12. **Close Air Support**

ISABEL

Isabel's exclusive Power cards make her an excellent choice for distracting enemies or dealing heavy, localized damage.

‣ Strategy 1: Disruption

Starting Army: Hacker

In addition to a strong core of UNSC units, this deck features Powers and Blast units that can turn the tables on much larger forces:

RECOMMENDED DECK

1. **Hellbringers**
2. **Marines**
3. **Holo-Decoy**
4. **Wolverine**
5. **Shrapnel Mines**
6. **Nightingale**
7. **Reactive Cyclops**
8. **Sniper**
9. **Wild Jackrabbit**
10. **Hornet**
11. **Ghost in the Machine**
12. **Alice-130**

‣ Strategy 2: Map Control

Starting Army: Heavy Weapons

This deck includes unit cards with a good mix of speed and durability, heavy artillery, and some damaging Powers—a combination intended to claim and secure key areas:

RECOMMENDED DECK

1. **Marines**
2. **Jackrabbit**
3. **Cyclops**
4. **Wolverine**
5. **Shrapnel Mines**
6. **Nightingale**
7. **Sniper**
8. **Hornet**
9. **Armored Warthog**
10. **Kodiak**
11. **Lockdown Scorpion**
12. **MAC Blast**

ANDERS

Anders' leader-restricted cards offer heavy defensive support and plenty of cost-effective units.

‣ Strategy 1: Economy

Starting Army: Sentinel Swarm

This deck presents a selection of low-cost units meant to save Energy as you build up to strong Powers and an excellent Hero unit:

RECOMMENDED DECK

1. **Marines**
2. **Jackrabbit**
3. **Aggressor Sentinel**
4. **Cyclops**
5. **Wolverine**
6. **Nightingale**
7. **Warthog**
8. **Watchtower**
9. **Protector Sentinel**
10. **Restoration Drones**
11. **Douglas-042**
12. **Condor Strike**

‣ Strategy 2: Battle Control

Starting Army: Tactician

This deck includes powerful buffs to lend your units an edge in large-scale battles:

RECOMMENDED DECK

1. **Hellbringers**
2. **Marines**
3. **Aggressor Sentinel**
4. **Cyclops**
5. **Wolverine**
6. **Nightingale**
7. **Advanced Optics**
8. **Watchtower**
9. **Protector Sentinel**
10. **Marines Guard**
11. **Ark Defense**
12. **Douglas-042**

ATRIOX

Atriox offers cards that focus on defensive strength, Zone-denial, and a devastating area-of-effect attack.

‣ Strategy 1: Map Control

Starting Army: Warlord

This deck combines a strong core of Banished units with some area-of-effect Powers and a hard-hitting Hero unit:

RECOMMENDED DECK

1. **Jump Pack Brute**
2. **Chopper**
3. **Elite Rangers**
4. **Scorch Mines**
5. **Engineer**
6. **Banshee**
7. **Shockwave**
8. **Marauder**
9. **Suicide Grunts**
10. **Restoration**
11. **Spike Turret**
12. **Atriox's Chosen**

‣ Strategy 2: Balance

Starting Army: Bulletproof

This deck features an excellent selection of units and a high-damage area-of-effect Power:

RECOMMENDED DECK

1. **Jump Pack Brute**
2. **Chopper**
3. **Elite Rangers**
4. **Hunters**
5. **Engineer**
6. **Banshee**
7. **Reaver**
8. **Marauder**
9. **Wraith**
10. **Blisterback**
11. **Eradication**
12. **Atriox's Chosen**

DECIMUS

Decimus' leader-restricted cards include Siphon units, buffing units, and offensive support Powers perfect for harassing and disrupting opposing armies.

‣ Strategy 1: Battle Control

Starting Army: Berserker

This deck combines a strong core of Banished units with the Rally-enabled Marauder Warchief, performance-enhancing Powers, and an extremely durable Hero unit:

RECOMMENDED DECK

1. **Chopper**
2. **Elite Rangers**
3. **Bloodfuel Grunts**
4. **Hunters**
5. **Engineer**
6. **Banshee**
7. **Reaver**
8. **Marauder Warchief**
9. **Blisterback**
10. **Siphon Pool**
11. **Boundless Fury**
12. **Warlord**

‣ Strategy 2: Disruption

Starting Army: Vampire

This deck includes a good mix of Banished units and some area-of-effect Powers meant to hinder enemy mobility:

RECOMMENDED DECK

1. **Chopper**
2. **Elite Rangers**
3. **Hunters**
4. **Engineer**
5. **Banshee**
6. **Blast Hammer**
7. **Marauder**
8. **Suicide Grunts**
9. **Vortex**
10. **Blisterback**
11. **Ironclad Wraith**
12. **Warlord**

SHIPMASTER

As a whole, the Shipmaster's leader-restricted cards focus on speed, subterfuge, and efficiency.

‣ Strategy 1: Attack

Starting Army: Assassin

This deck includes a combination of low-cost units, Blast units, and the Teleport Power intended to support surprise attacks on enemy forces:

RECOMMENDED DECK

1. **Elite Rangers**
2. **Ghost**
3. **Hunters**
4. **Engineer**
5. **Banshee**
6. **Reaver**
7. **Teleport**
8. **Marauder**
9. **Suicide Grunts**
10. **Blisterback**
11. **Unstable Banshee**
12. **Spirit Assault**

‣ Strategy 2: Economy

Starting Army: Scout

This deck features a combination of units and Powers meant to support Energy collection and hit-and-run tactics as you build up to the devastating Scarab Assault:

RECOMMENDED DECK

1. **Chopper**
2. **Elite Rangers**
3. **Ghost**
4. **Hunters**
5. **Engineer**
6. **Banshee**
7. **Reaver**
8. **Teleport**
9. **Cloak**
10. **Prowling Marauder**
11. **Elite Honor Guard**
12. **Scarab Assault**

Blitz

UNSC Card Tables

USING THE CARD LIBRARY

This chapter includes Card Tables that organize all currently available Blitz cards by faction and card type. In the Card Gallery, Blitz cards are presented in alphabetical order. If you're new to deck-building, consider using the tables to identify any cards that might support your Blitz strategies. For more details about a specific card, simply locate the corresponding entry in the Card Gallery.

UNSC INFANTRY CARDS

NAME	ENERGY COST	RARITY	ACTIVE ABILITY	KEYWORDS	LEADER RESTRICTION
CORE INFANTRY					
Marines	20	Common	—	—	—
Extractor Marines	50	Uncommon	(Grenade Throw) Tosses a grenade at an enemy unit to deliver explosive damage.	Siphon	—
Reactive Marines	60	Rare	—	Reflect	Forge
Armored Marines	100	Rare	(Grenade Throw) Tosses a grenade at an enemy unit to deliver explosive damage.	Guard	Anders
ANTI-INFANTRY					
Hellbringers	10	Common	—	—	—
Sniper	60	Common	—	Cloak, Detect	—
Wild Hellbringers	60	Uncommon	—	Blast	Cutter
ANTI-VEHICLE					
Cyclops	30	Common	—	—	—
Reactive Cyclops	50	Rare	—	Reflect	—
Veteran Cyclops	80	Uncommon	—	—	—
HERO					
Jerome-092	220	Legendary	(Spartan Slam) Leaps high in the air and slams an enemy, taking control of air or vehicle targets.	Rush, Shield	Cutter
Douglas-042	230	Legendary	(Spartan Slam) Leaps high in the air and slams an enemy, taking control of air or vehicle targets.	Guard, Shield	Anders
Alice-130	240	Legendary	(Spartan Slam) Leaps high in the air and slams an enemy, taking control of air or vehicle targets.	Reflect, Shield	Isabel

UNSC VEHICLE CARDS

NAME	ENERGY COST	RARITY	ACTIVE ABILITY	KEYWORDS	LEADER RESTRICTION
SCOUT					
Jackrabbit	20	Common	—	—	—
Wild Jackrabbit	60	Rare	—	Blast	Isabel
Veteran Jackrabbit	70	Uncommon	—	Detect	—
CORE VEHICLE					
Warthog	60	Common	(Ram) Charges through enemies, causing damage.	—	—
Armored Warthog	90	Uncommon	(Ram) Charges through enemies, causing damage.	Guard	Isabel
Trooper Warthog	140	Rare	(Ram) Charges through enemies, causing damage.	Last Stand 3	—
ANTI-AIR					
Wolverine	40	Common	—	Detect	—
Vanguard Wolverine	70	Uncommon	—	Rush, Detect	—
ARTILLERY					
Kodiak	100	Common	(Deploy) Converts between siege and mobility attack modes.	—	—
Vanguard Kodiak	110	Common	(Deploy) Converts between siege and mobility attack modes.	Rush	Forge
Stealth Kodiak	120	Rare	(Deploy) Converts between siege and mobility attack modes.	Cloak	Cutter
HEAVY TANK					
Scorpion	110	Common	—	—	—
Grizzly	150	Common	(Missile Barrage) Fires multiple missiles at medium-range targets.	—	Forge
Lockdown Scorpion	150	Rare	—	Shock	Isabel
HERO					
Forge's Warthog	220	Legendary	(Anvil Round) Fires an EMP at an area, slowing nearby enemies.	Rally, Shield	Forge

UNSC AIR CARDS

NAME	ENERGY COST	RARITY	ACTIVE ABILITY	KEYWORDS	LEADER RESTRICTION
LIGHT AIR					
Aggressor Sentinel	30	Common	—	—	Anders
CORE AIR					
Protector Sentinel	70	Uncommon	(Lockdown Bolt) Fires a bolt at vehicles and structures, stunning and damaging them.	—	Anders
Hornet	80	Common	—	—	—
Trooper Hornet	130	Uncommon	—	Last Stand 3	Cutter
HEAVY AIR					
Vulture	140	Common	(Phoenix Missile) Launches a devastating missile attack with a wide area of effect.	—	—
SUPPORT					
Nightingale	50	Common	(Defensive Smoke) Cloaks all units in the area and suppresses combat.	Detect, Support	—

UNSC POWER CARDS

NAME	ENERGY COST	RARITY	ACTIVE ABILITY	POWER DESCRIPTION	LEADER RESTRICTION
BUFF					
Advanced Optics	50	Rare	—	Increases target units' line of sight and weapon range.	Anders
Heavy Metal	70	Uncommon	—	Boosts the armor of target allies but reduces their movement speed.	Forge
Double Time	130	Rare	—	Boosts the movement speed of all friendly units on the battlefield.	Cutter
Combat Salvage	180	Rare	—	Tags your mechanical units to redeploy them back at base if killed.	Forge
DAMAGE					
Shrapnel Mines	40	Uncommon	—	Places mines that explode and slow nearby enemies.	Isabel
Scatter Bomb	90	Uncommon	—	Fires a staggered series of bombs onto the battlefield.	Forge
Archer Missiles	100	Uncommon	—	Fires high-damage missiles in a specified direction.	Cutter
Ark Defense	140	Rare	—	Calls in Sentinels to attack up to 12 target enemy units.	Anders
MAC Blast	160	Rare	—	Launches a high-damage slug to blast a target area.	Isabel
Close Air Support	180	Rare	—	Encircles target area with Pelican Gunships to deal heavy damage.	Cutter
DEPLOY					
Watchtower	60	Uncommon	—	Places a tower with Detect and a long sight range.	Anders
ODST Drop	80	Uncommon	(Demolition Charge) Throws a timed explosive that is especially effective against structures and garrisons.	Aims drop pods that crash to the ground and deploy ODST infantry.	Cutter
Condor Strike	300	Legendary	(Heavy Gauss Barrage) Fires three magnetically accelerated slugs at a target.	Briefly deploys the Condor Super unit.	—
HEALING					
Restoration Drones	70	Uncommon	—	Heals friendly units in range over a short duration.	Anders
UTILITY					
Holo-Decoy	30	Uncommon	—	Creates up to six holograms of friendly units to deceive the enemy.	Isabel
Pelican Transport	40	Uncommon	—	Picks up and moves your units to another location.	Forge
Ghost in the Machine	220	Rare	—	Takes momentary control of enemy mechanical units.	Isabel

Blitz

Banished Card Tables

BANISHED INFANTRY CARDS

NAME	ENERGY COST	RARITY	ACTIVE ABILITY	KEYWORDS	LEADER RESTRICTION
CORE INFANTRY					
Grunts	10	Common	—	—	—
Bloodfuel Grunts	30	Uncommon	(Shrapnel Mine) Plants mines that slow and damage enemy units.	Siphon	Decimus
Grunt Mob	50	Rare	—	Rush	—
ANTI-INFANTRY					
Elite Rangers	30	Common	—	Detect	—
Assault Elites	50	Uncommon	—	Rush, Detect	—
Suicide Grunts	80	Common	—	Blast	—
ANTI-VEHICLE					
Hunters	40	Common	—	—	—
Ironclad Hunters	70	Uncommon	—	Guard	Atriox
ANTI-BUILDING					
Jump Pack Brute	20	Common	(Jump Strike) Leaps forward and smashes the ground, damaging and stunning nearby enemies.	—	—
HERO					
Honor Guard	190	Legendary	—	Shield, Cloak	Shipmaster
Warlord	200	Legendary	(Gravity Shockwave) Stuns enemy units and structures with a massive hammer slam.	Siphon, Shield	Decimus
Atriox's Chosen	210	Legendary	—	Shock, Shield	Atriox

BANISHED VEHICLE CARDS

NAME	ENERGY COST	RARITY	ACTIVE ABILITY	KEYWORDS	LEADER RESTRICTION
SCOUT					
Chopper	20	Common	(Ram) Charges through enemies, causing damage.	—	—
Ghost	30	Uncommon	(Ram) Charges through enemies, causing damage.	Shield	Shipmaster
Terror Chopper	60	Rare	(Ram) Charges through enemies, causing damage.	Shock	Decimus
CORE VEHICLE					
Marauder	70	Common	—	—	—
Marauder Warchief	110	Rare	—	Rally	Decimus
Prowling Marauder	120	Uncommon	—	Cloak	Shipmaster
ANTI-AIR					
Reaver	60	Common	(Predatory Leap) Jumps a short distance to escape or ambush enemies.	Shield, Detect	—
Prowling Reaver	90	Rare	(Predatory Leap) Jumps a short distance to escape or ambush enemies.	Shield, Cloak, Detect	—
ANTI-BUILDING					
Locust	40	Common	—	Shield	—
Bloodfuel Locust	60	Uncommon	—	Siphon, Shield	—
HEAVY TANK					
Wraith	110	Common	—	Shield	—
Ironclad Wraith	140	Rare	(Scorch Mortar) Shoots a shell that leaves burning plasma on the ground.	Guard, Shield	—

BANISHED AIR CARDS

NAME	ENERGY COST	RARITY	ACTIVE ABILITY	KEYWORDS	LEADER RESTRICTION
CORE AIR					
Banshee	60	Common	—	—	—
Unstable Banshee	130	Rare	—	Blast	Shipmaster
ARTILLERY					
Blisterback	120	Common	(Deploy) Converts between heavy air and ground siege modes.	—	—
Enduring Blisterback	160	Rare	(Deploy) Converts between heavy air and ground siege modes.	Last Stand 3	Atriox
SUPPORT					
Engineer	50	Common	(Overshield) Casts a temporary shield to protect nearby allied units.	Detect, Support	—

BANISHED POWER CARDS

NAME	ENERGY COST	RARITY	ACTIVE ABILITY	POWER DESCRIPTION	LEADER RESTRICTION
BUFF					
Cloaking Field	100	Rare	—	Cloaks targeted friendly units.	Shipmaster
Boundless Fury	150	Rare	—	Enrages all friendly units, boosting their damage and speed.	Decimus
DEBUFF					
Blast Hammer	60	Uncommon	—	Slams the ground, shoves enemies away, and briefly slows them.	Decimus
Shockwave	60	Uncommon	—	Draws a wall of energy that stuns passing enemies and lowers their armor.	Atriox
DAMAGE					
Scorch Mines	40	Uncommon	—	Places mines that explode and release harmful plasma.	Atriox
Glassing Beam	110	Uncommon	—	Unleashes and directs a damaging plasma beam.	Shipmaster
Eradication	190	Rare	—	Deals massive damage at target area with a ring of plasma beams.	Atriox
DEPLOY					
Spike Turret	90	Uncommon	—	Deploys a temporary defensive Banished Turret.	Atriox
Spirit Assault	180	Rare	—	Calls in an armed Spirit transport to drop off Banished units.	Shipmaster
Scarab Assault	300	Legendary	(Carapace Shield) Emits a short-lived plasma shield to become invulnerable.	Briefly deploys the Scarab Super unit.	—
HEALING					
Atriox's Bulwark	90	Rare	—	Briefly makes targeted allies invulnerable and heals them over time.	Atriox
Siphon Field	120	Uncommon	—	Heals nearby allies and harms nearby enemies for a short duration.	Decimus
UTILITY					
Teleport	60	Uncommon	—	Selects any group of units and moves them to target location.	Shipmaster
Vortex	100	Rare	—	Opens a rift that pulls in nearby enemies for its duration.	Decimus

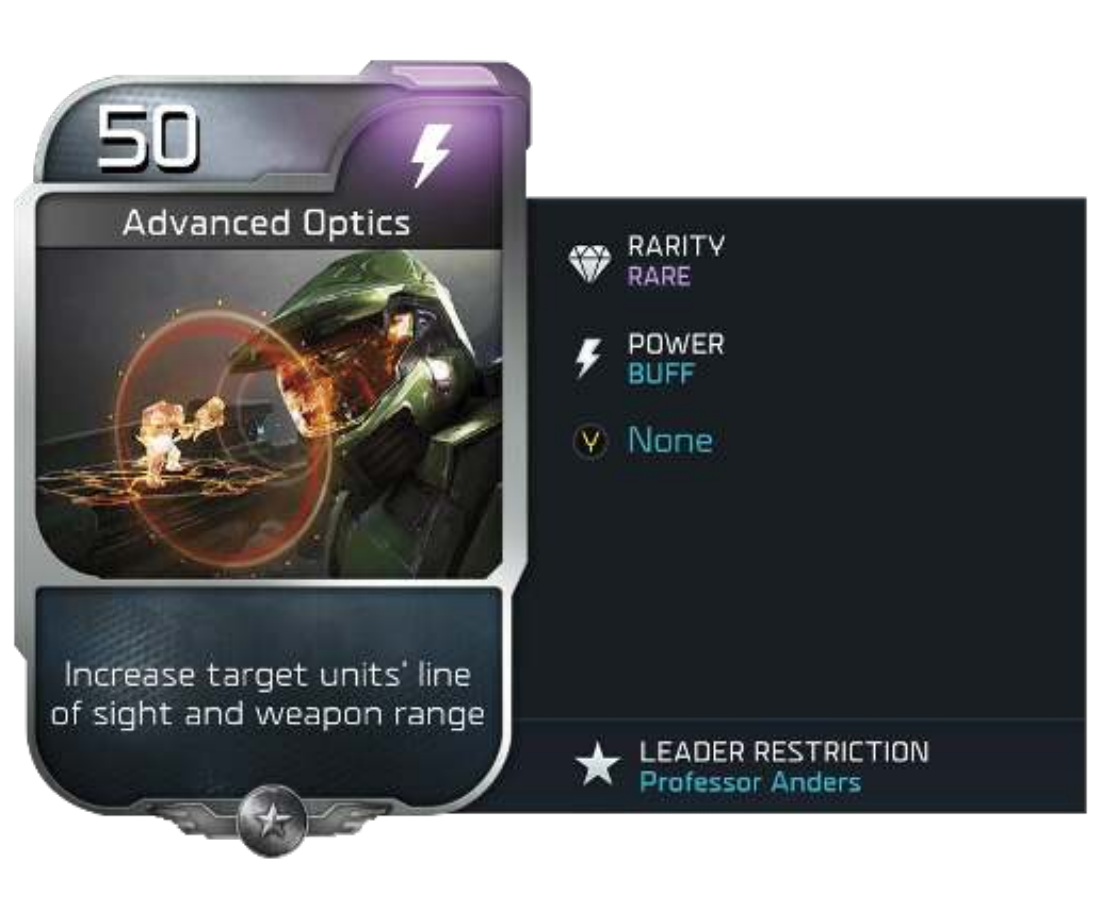
PRIMA GAMES

HALO WARS 2

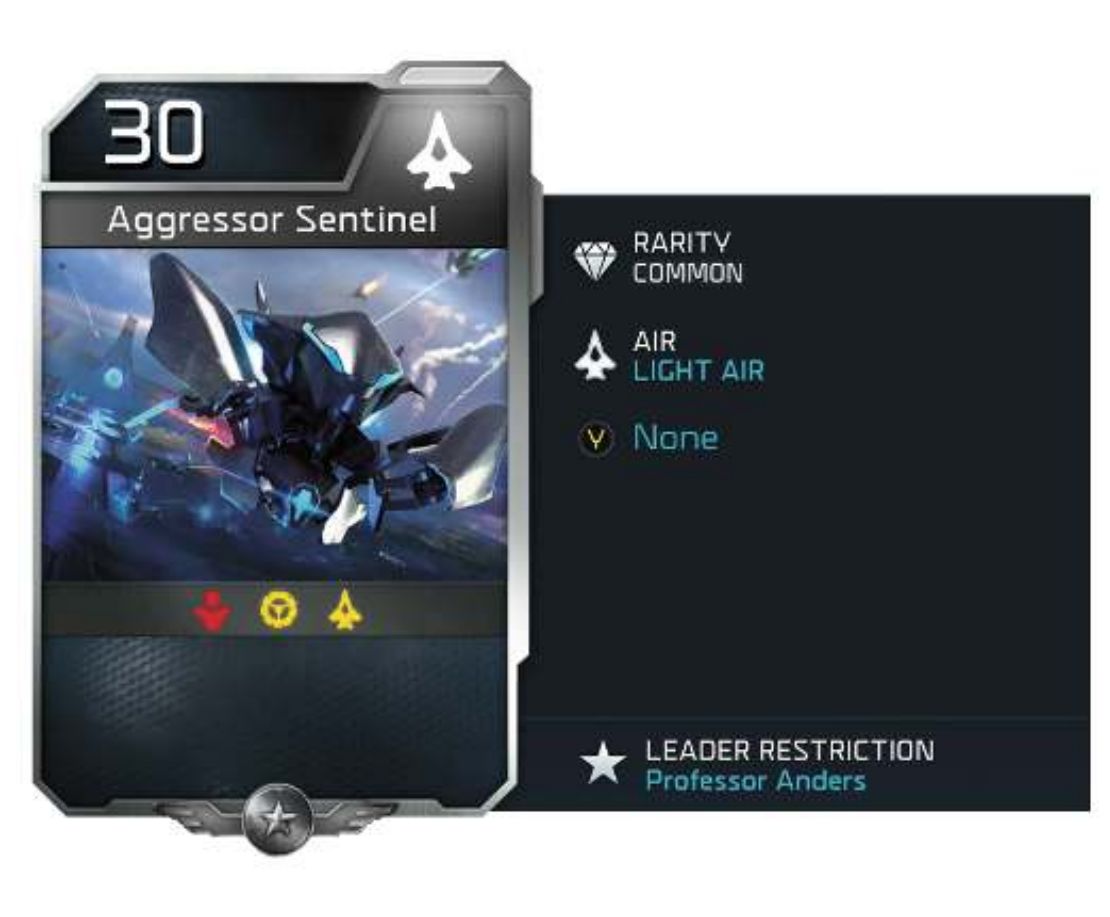
Blitz Card Gallery

Blitz Cards: A-D

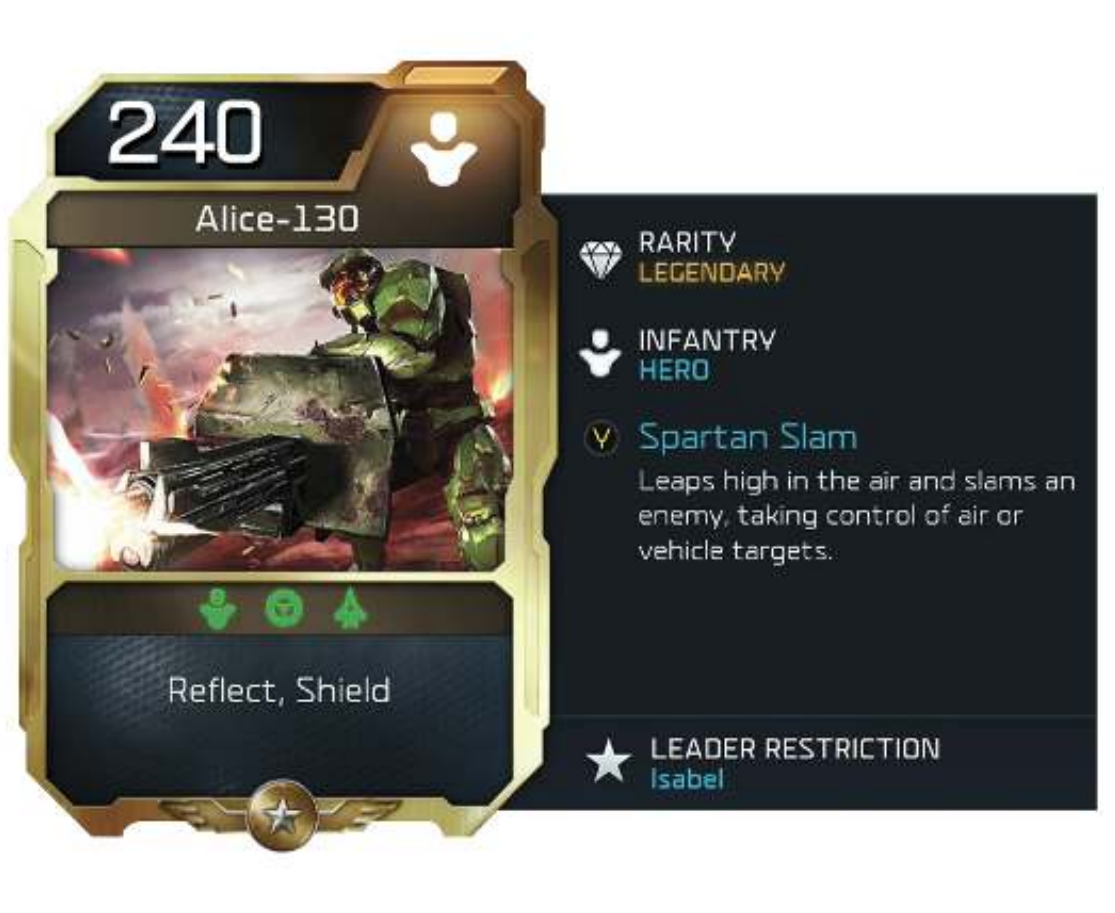
ADVANCED OPTICS


50
Advanced Optics
Increase target units' line of sight and weapon range
RARITY
RARE
POWER
BUFF
None
LEADER RESTRICTION
Professor Anders

AGRESSOR SENTINEL


30
Aggressor Sentinel
RARITY
COMMON
AIR
LIGHT AIR
None
LEADER RESTRICTION
Professor Anders

ALICE-130

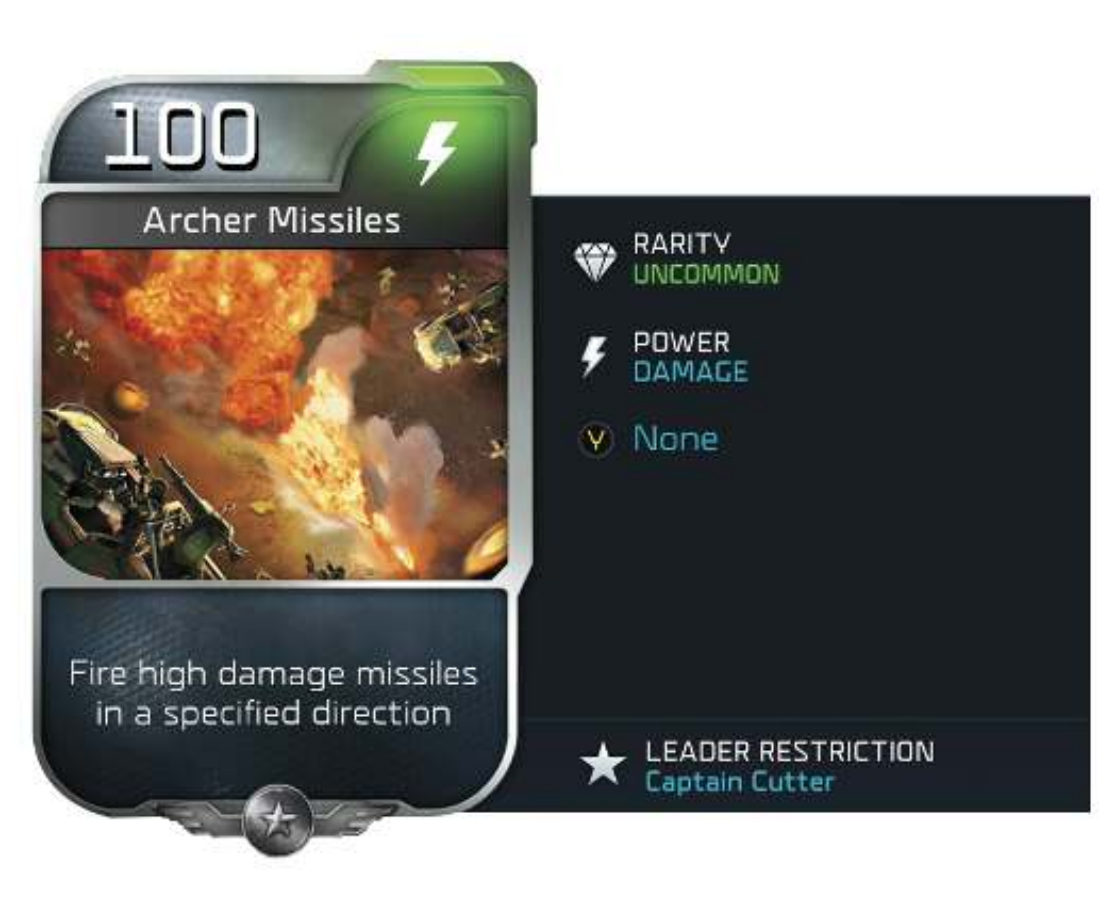

240
Alice-130
Reflect, Shield
RARITY
LEGENDARY
INFANTRY
HERO
Spartan Slam
Leaps high in the air and slams an enemy, taking control of air or vehicle targets.
LEADER RESTRICTION
Isabel

KEYWORD NOTES: ALICE-130

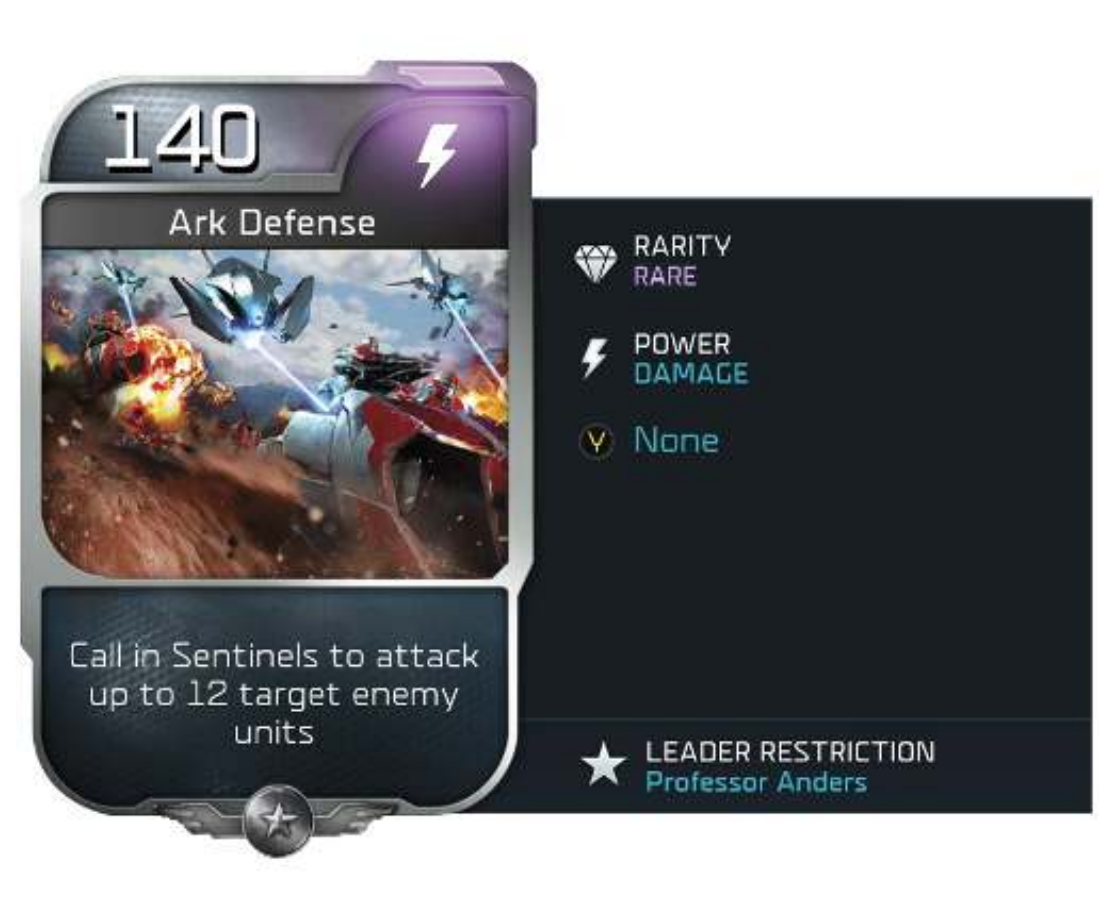
Reflect: Half of the damage this unit takes is automatically dealt back to an enemy attacker.

Shield: This unit has energy-shield protection that absorbs damage and regenerates when out of combat.

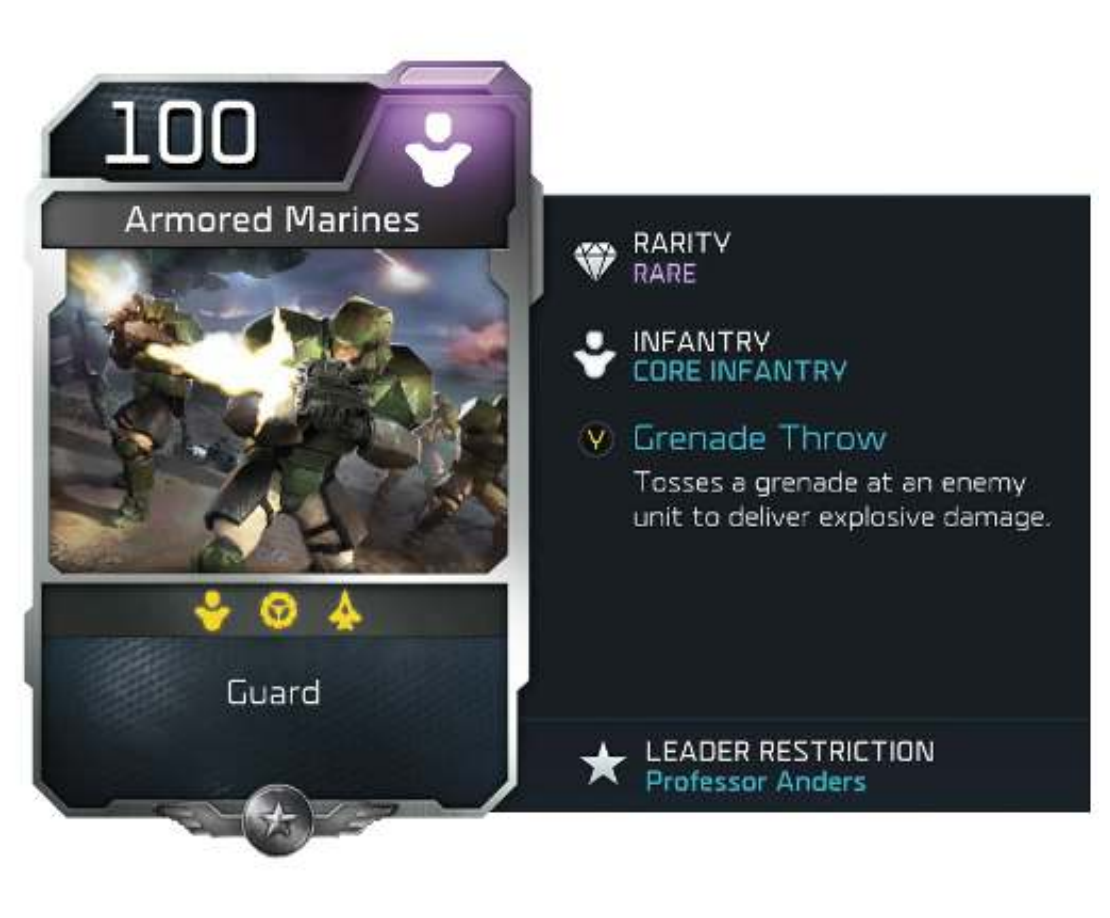
ARCHER MISSILES


100
Archer Missiles
Fire high damage missiles in a specified direction
RARITY
UNCOMMON
POWER
DAMAGE
None
LEADER RESTRICTION
Captain Cutter

ARK DEFENSE


140
Ark Defense
Call in Sentinels to attack up to 12 target enemy units
RARITY
RARE
POWER
DAMAGE
None
LEADER RESTRICTION
Professor Anders

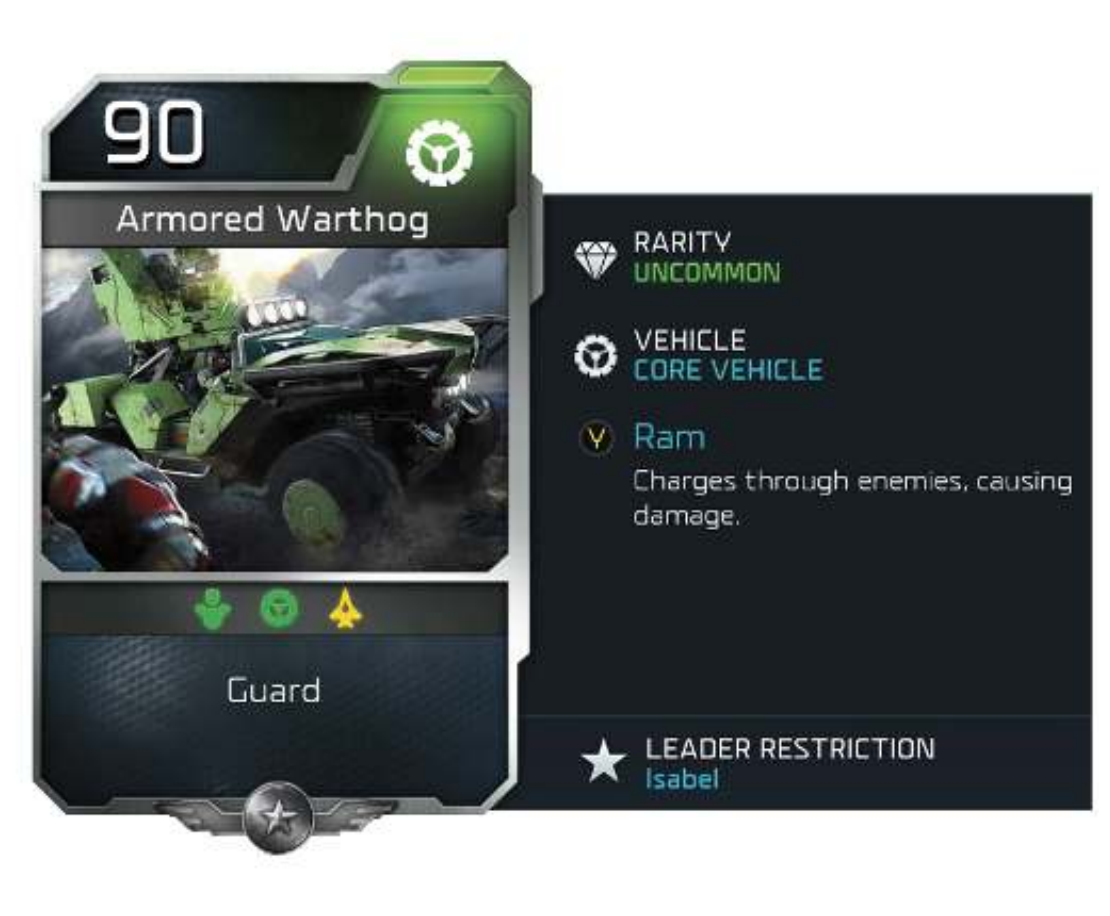
ARMORED MARINES


100
Armored Marines
Guard
RARITY
RARE
INFANTRY
CORE INFANTRY
Grenade Throw
Tosses a grenade at an enemy unit to deliver explosive damage.
LEADER RESTRICTION
Professor Anders

KEYWORD NOTES: ARMORED MARINES

Guard: This unit covers nearby allies, receiving all damage they would normally take.

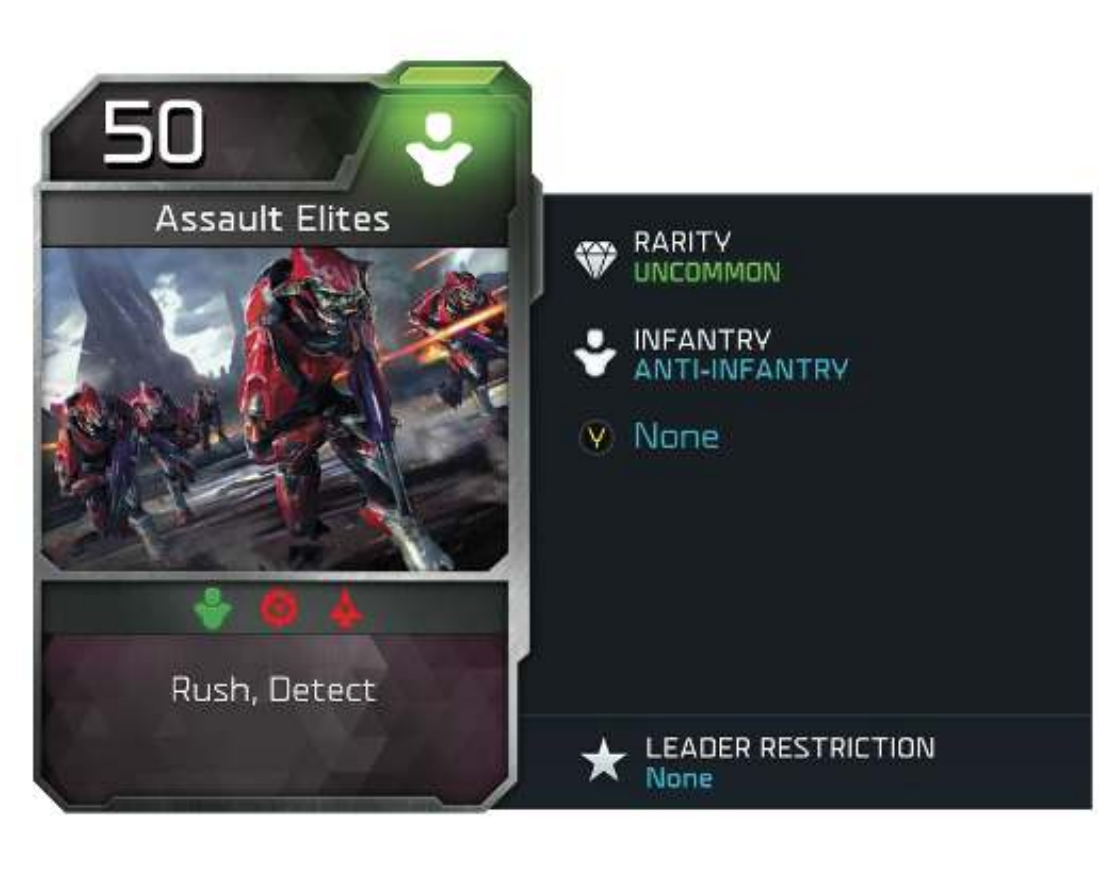
ARMORED WARTHOG


90
Armored Warthog
Guard
RARITY
UNCOMMON
VEHICLE
CORE VEHICLE
Ram
Charges through enemies, causing damage.
LEADER RESTRICTION
Isabel

KEYWORD NOTES: ARMORED WARTHOG

Guard: This unit covers nearby allies, receiving all damage they would normally take.

ASSAULT ELITES

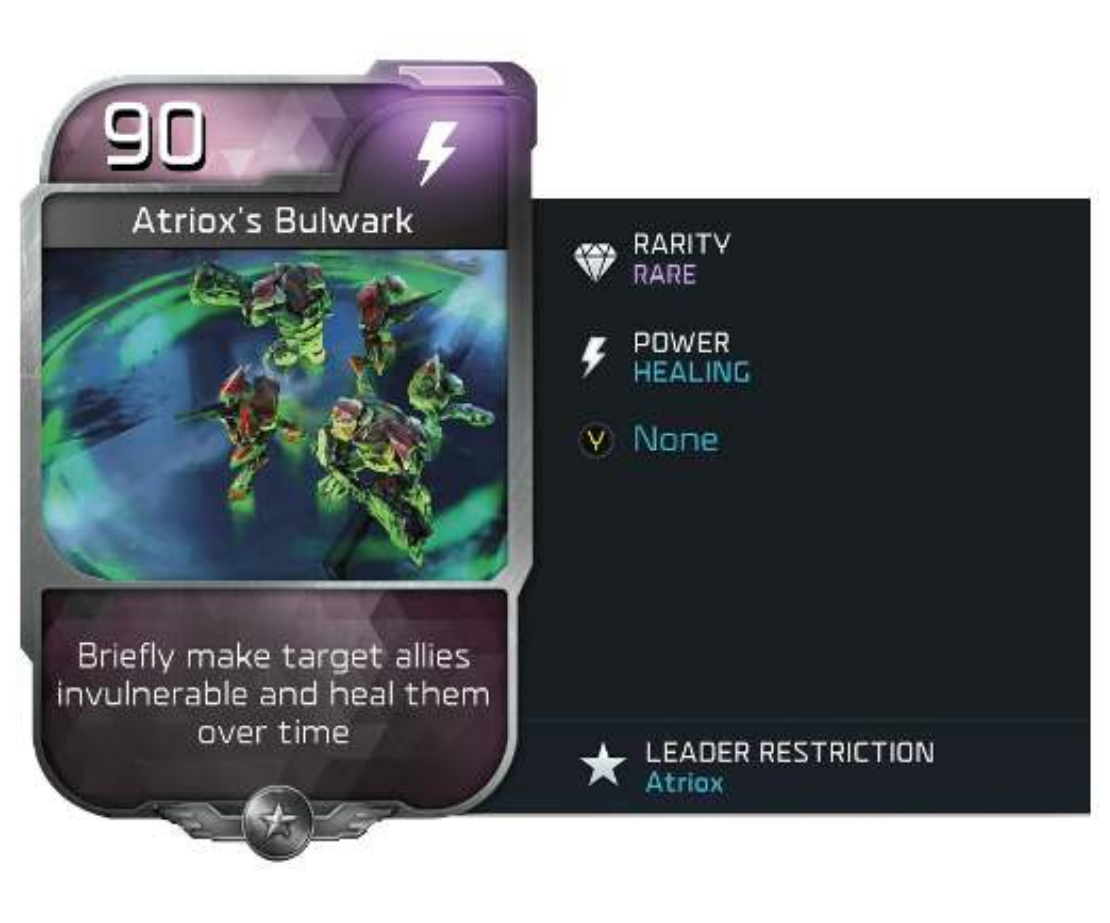

50
Assault Elites
Rush, Detect
RARITY
UNCOMMON
INFANTRY
ANTI-INFANTRY
None
LEADER RESTRICTION
None

KEYWORD NOTES: ASSAULT ELITES

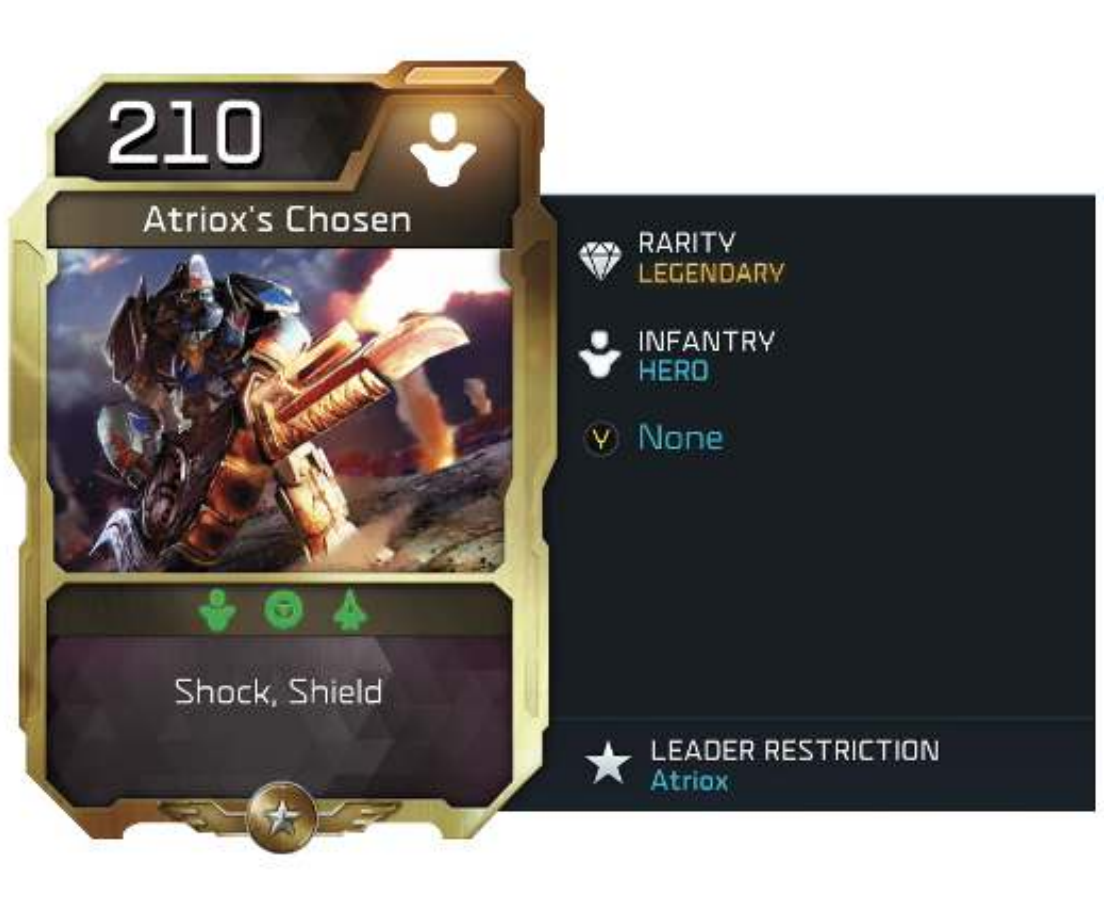
Rush: This unit ignores fatigue when deployed, charging into the battle at full strength.

Detect: This unit detects and reveals nearby cloaked enemies.

ATRIOX'S BULWARK


90
Atriox's Bulwark
Briefly make target allies invulnerable and heal them over time
RARITY
RARE
POWER
HEALING
None
LEADER RESTRICTION
Atriox

ATRIOX'S CHOSEN

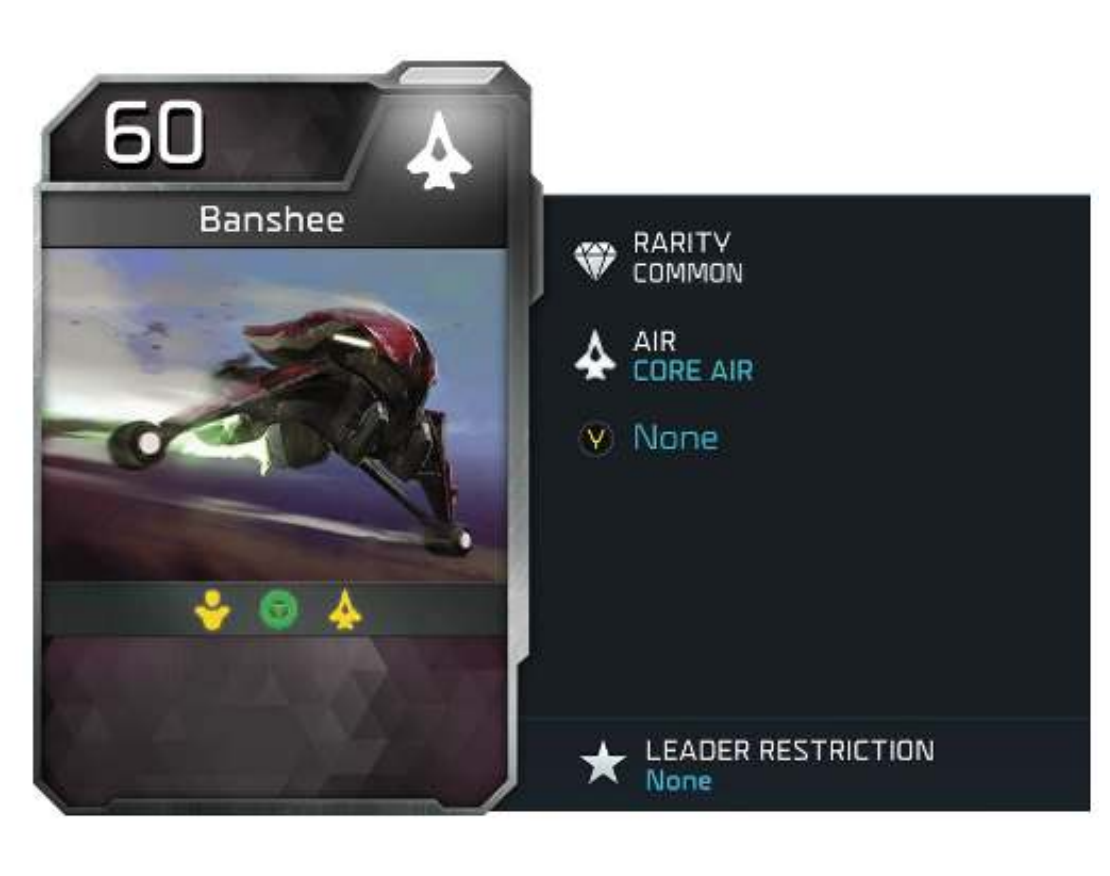

210
Atriox's Chosen
Shock, Shield
RARITY
LEGENDARY
INFANTRY
HERO
None
LEADER RESTRICTION
Atriox

KEYWORD NOTES: ATRIOX'S CHOSEN

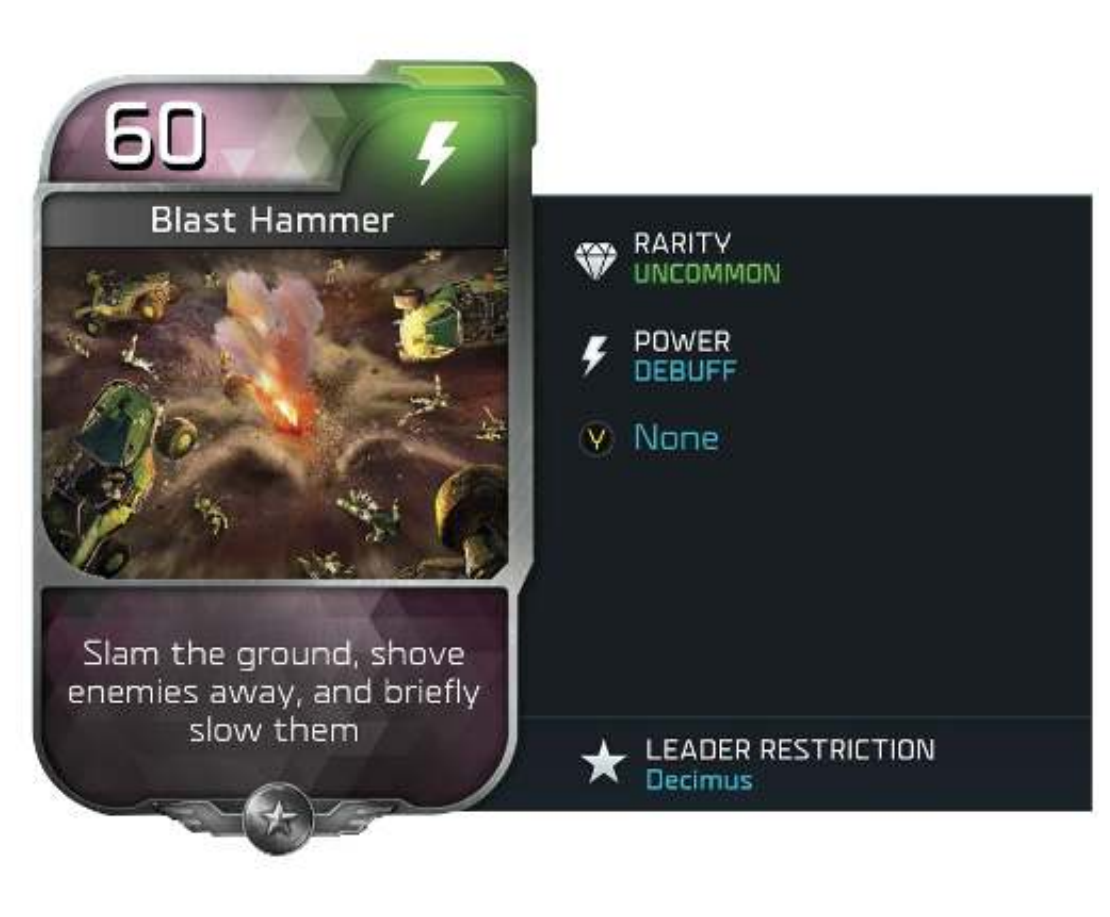
Shock: This unit intimidates nearby enemy troops, significantly reducing their armor.

Shield: This unit has energy-shield protection that absorbs damage and regenerates when out of combat.

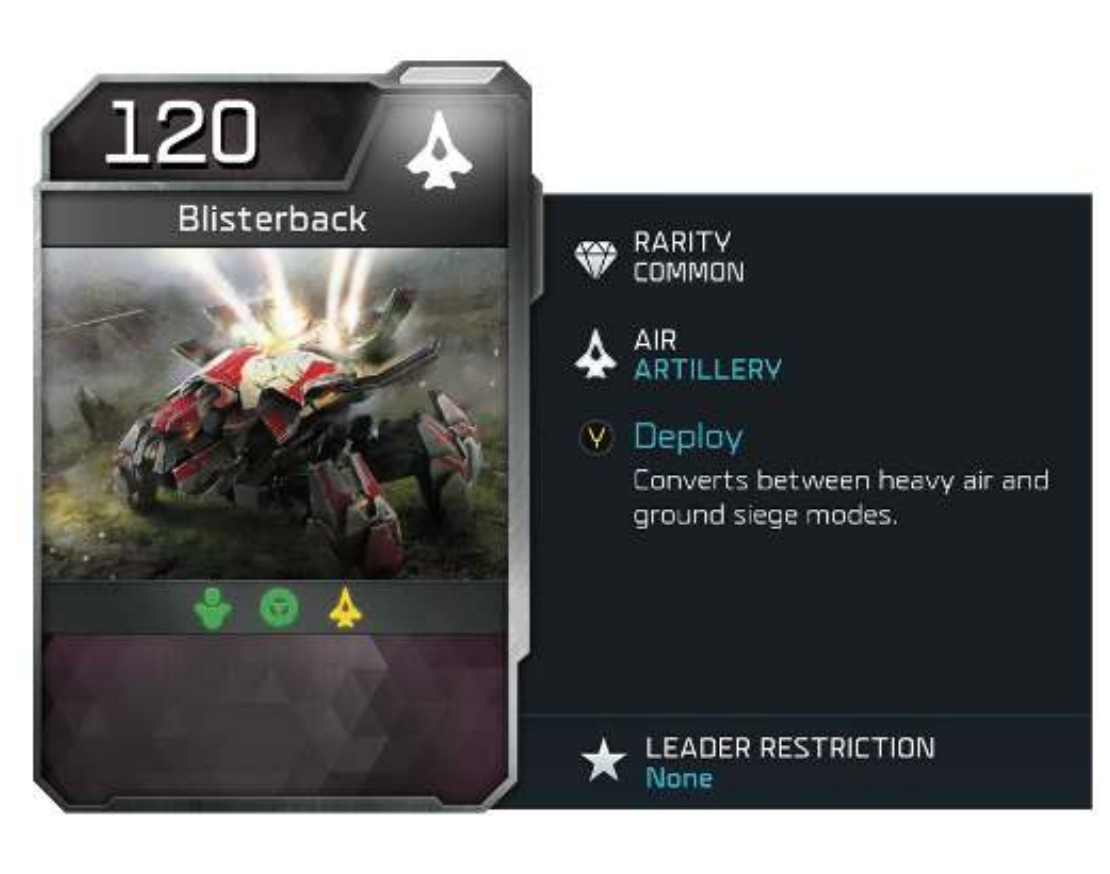
BANSHEE


60
Banshee
RARITY
COMMON
AIR
CORE AIR
None
LEADER RESTRICTION
None

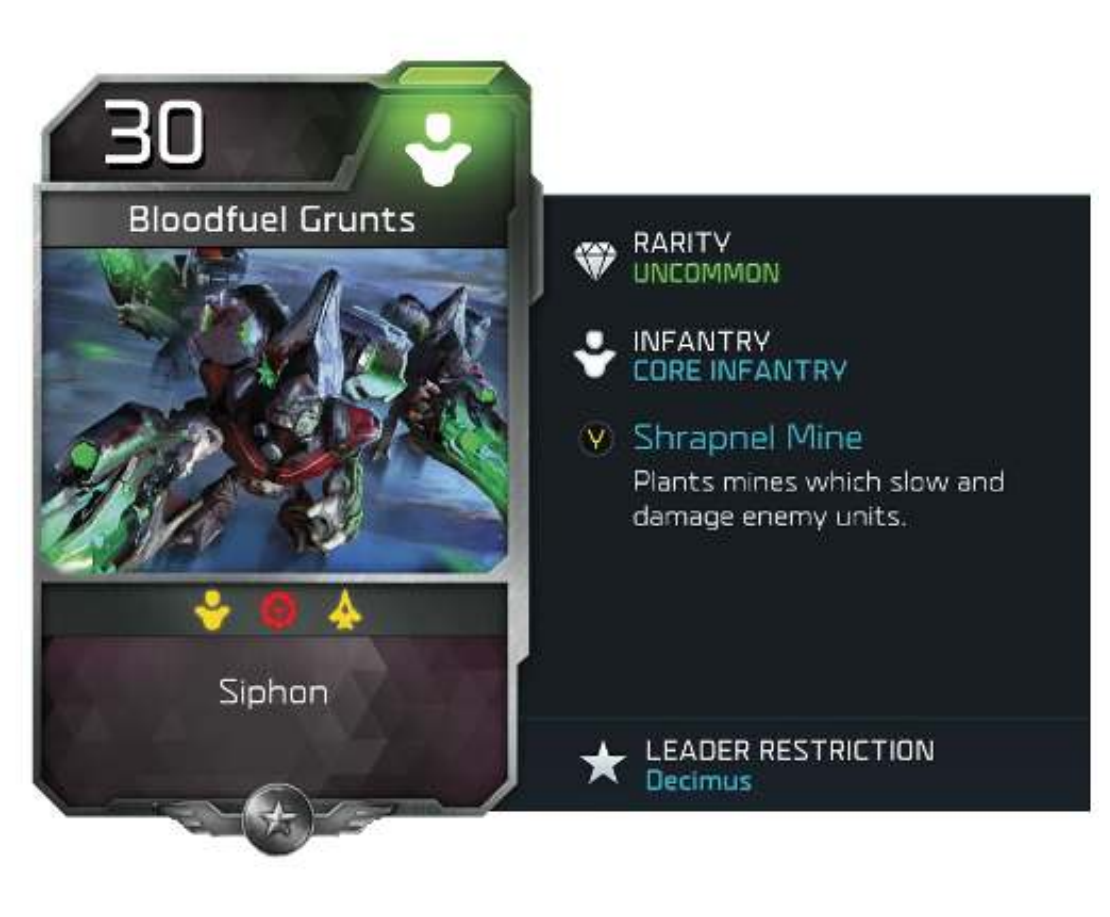
BLAST HAMMER


60
Blast Hammer
Slam the ground, shove enemies away, and briefly slow them
RARITY
UNCOMMON
POWER
DEBUFF
None
LEADER RESTRICTION
Decimus

BLISTERBACK


120
Blisterback
RARITY
COMMON
AIR
ARTILLERY
Deploy
Converts between heavy air and ground siege modes.
LEADER RESTRICTION
None

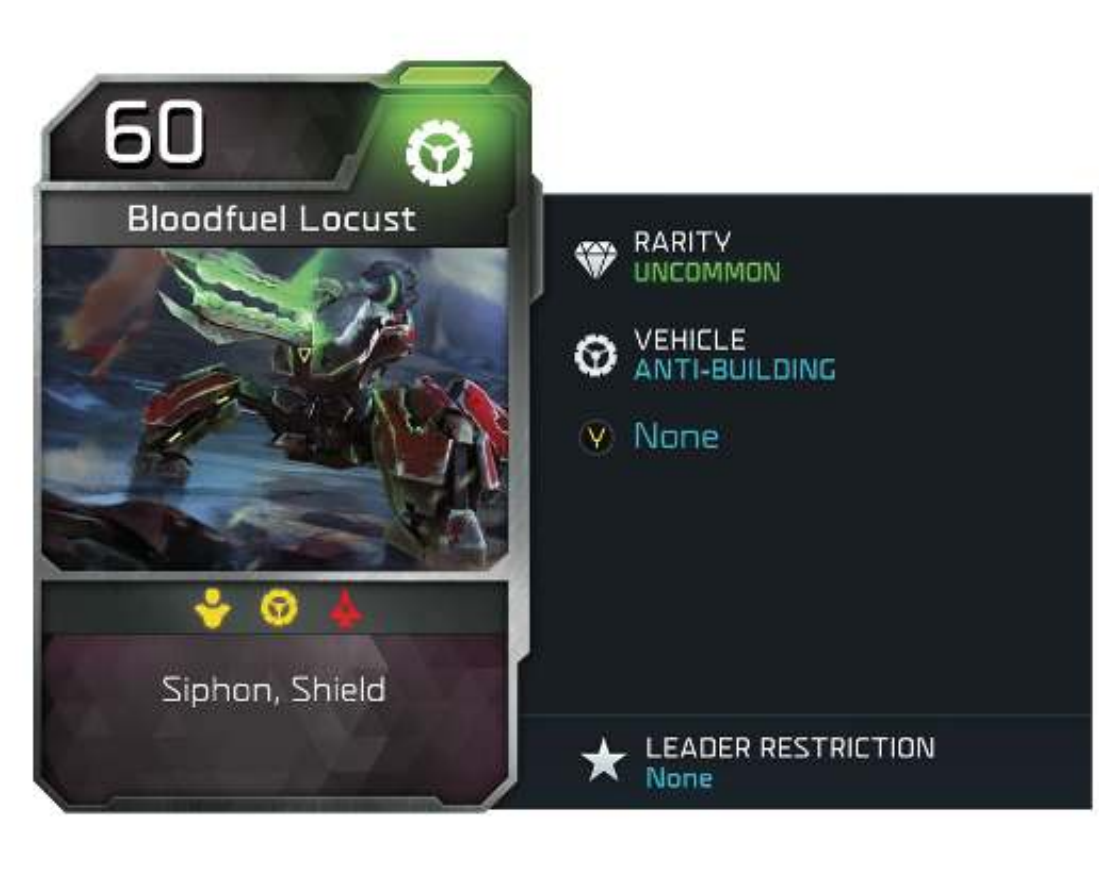
BLOODFUEL GRUNTS


30
Bloodfuel Grunts
Siphon
RARITY
UNCOMMON
INFANTRY
CORE INFANTRY
Shrapnel Mine
Plants mines which slow and damage enemy units.
LEADER RESTRICTION
Decimus

KEYWORD NOTES: BLOODFUEL GRUNTS

Siphon: This unit has special weaponry that steals health from its enemies equal to the damage dealt.

BLOODFUEL LOCUST

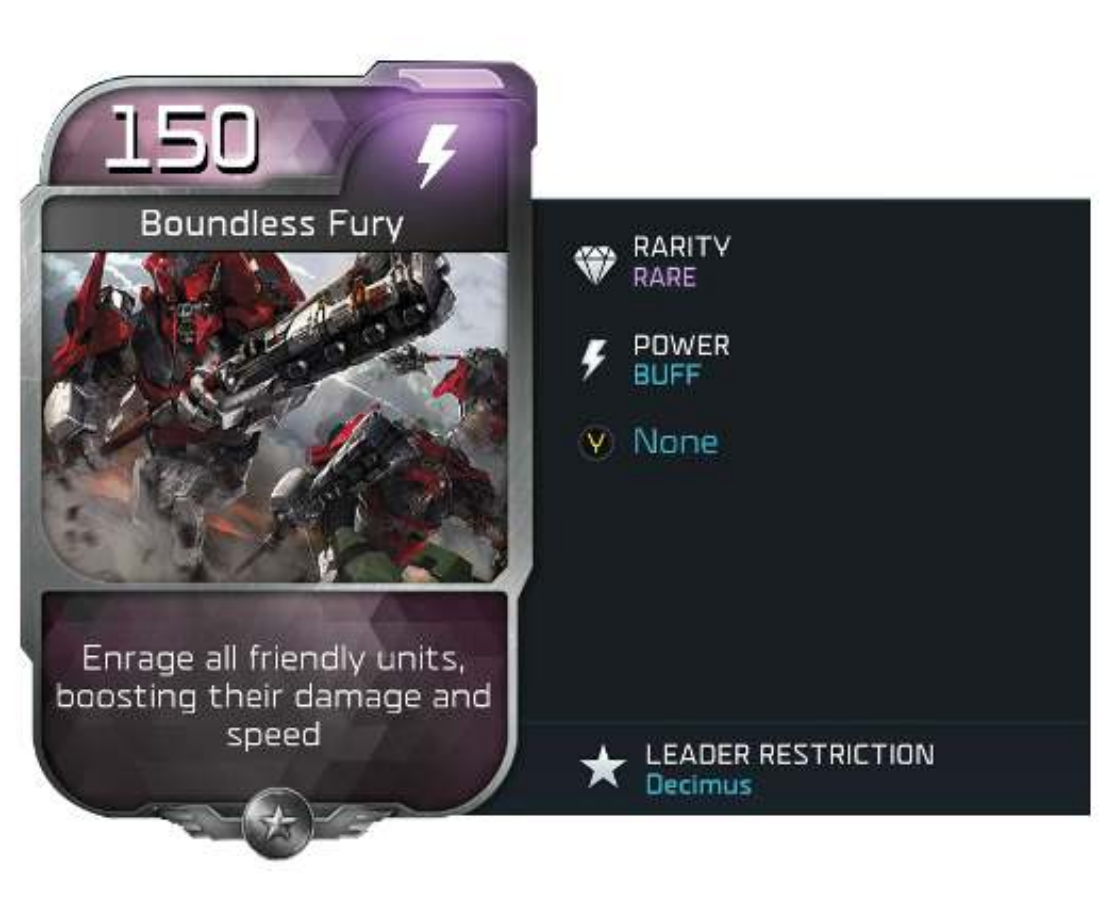

60
Bloodfuel Locust
Siphon, Shield
RARITY
UNCOMMON
VEHICLE
ANTI-BUILDING
None
LEADER RESTRICTION
None

KEYWORD NOTES: BLOODFUEL LOCUST

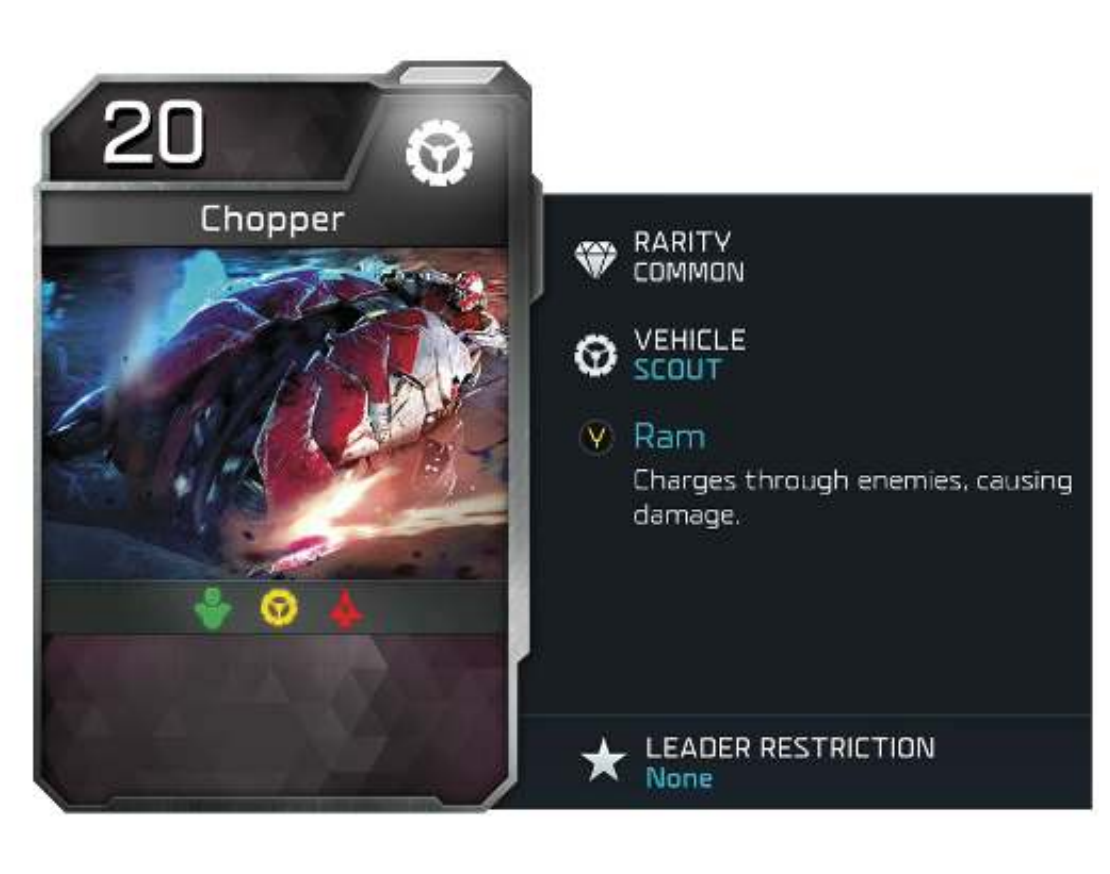
Siphon: This unit has special weaponry that steals health from its enemies equal to the damage dealt.

Shield: This unit has energy-shield protection that absorbs damage and regenerates when out of combat.

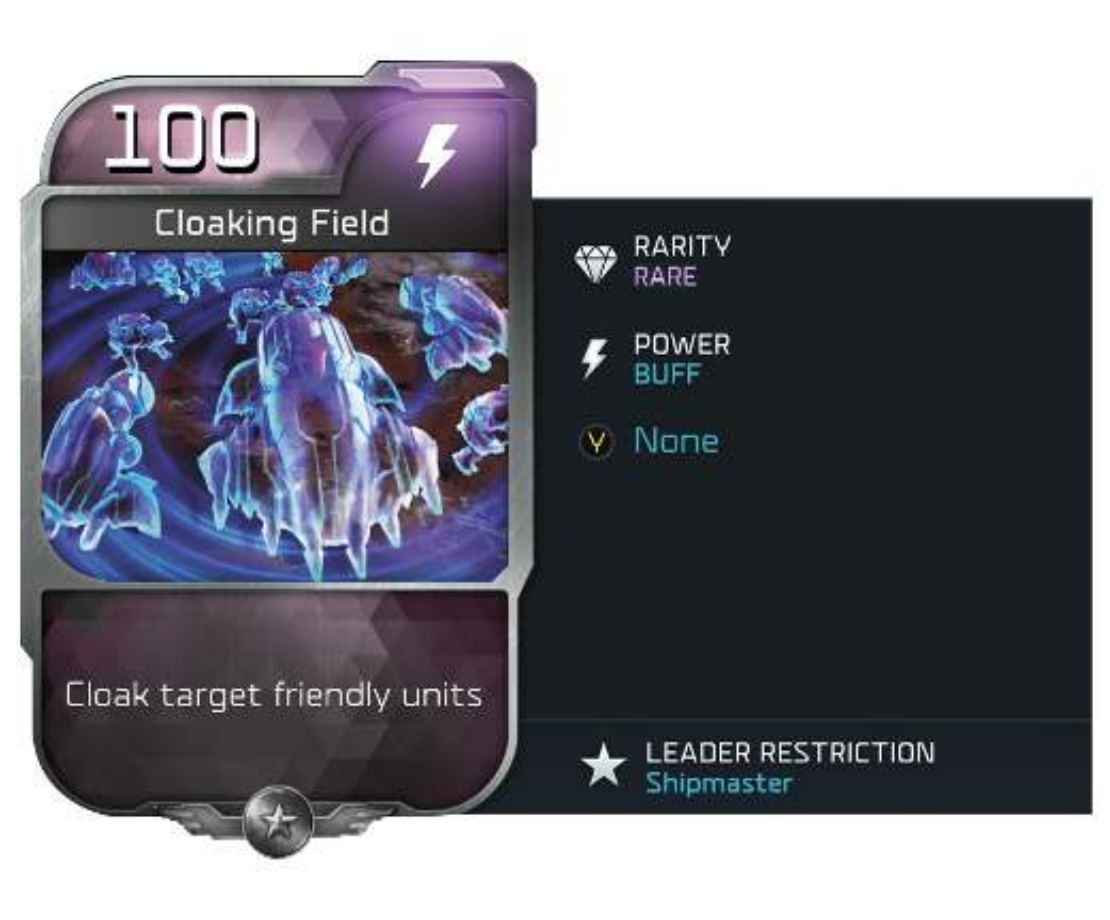
BOUNDLESS FURY


150
Boundless Fury
Enrage all friendly units, boosting their damage and speed
RARITY
RARE
POWER
BUFF
None
LEADER RESTRICTION
Decimus

CHOPPER


20
Chopper
RARITY
COMMON
VEHICLE
SCOUT
Ram
Charges through enemies, causing damage.
LEADER RESTRICTION
None

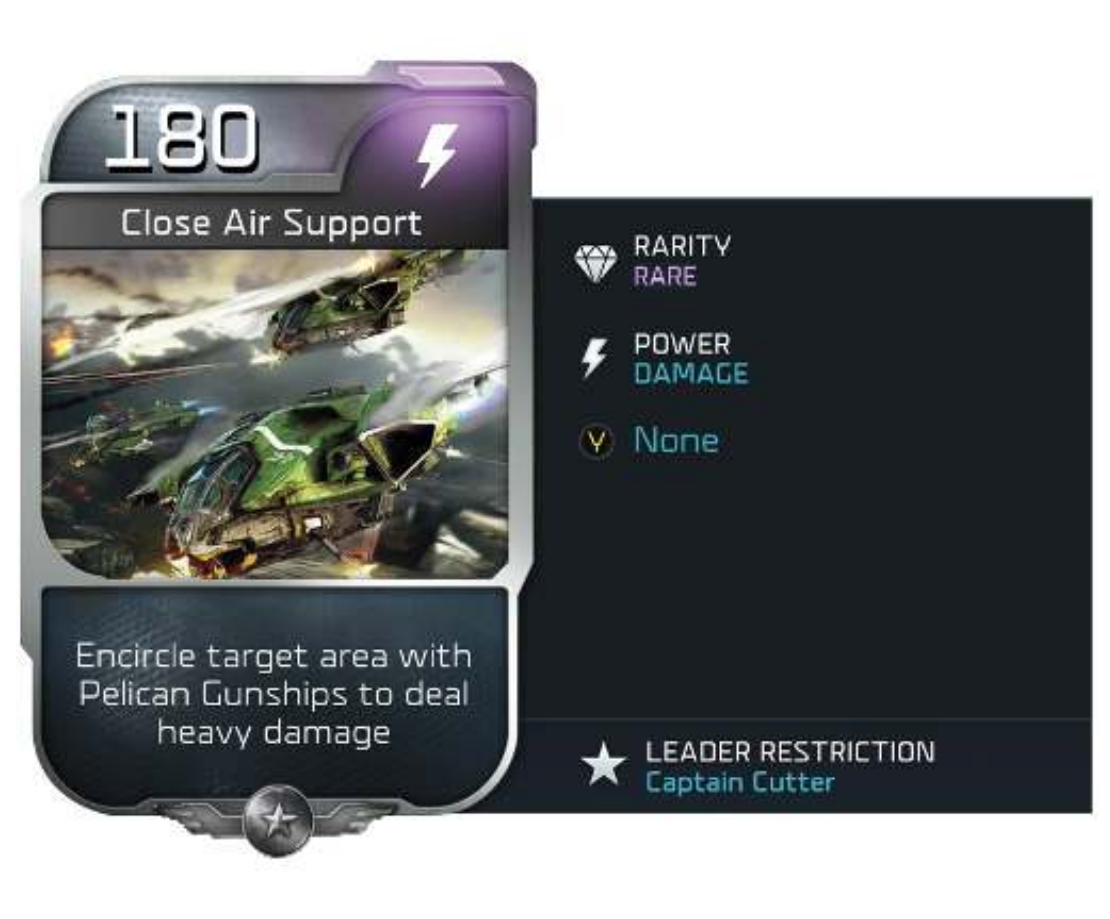
CLOAKING FIELD


100
Cloaking Field
Cloak target friendly units
RARITY
RARE
POWER
BUFF
None
LEADER RESTRICTION
Shipmaster

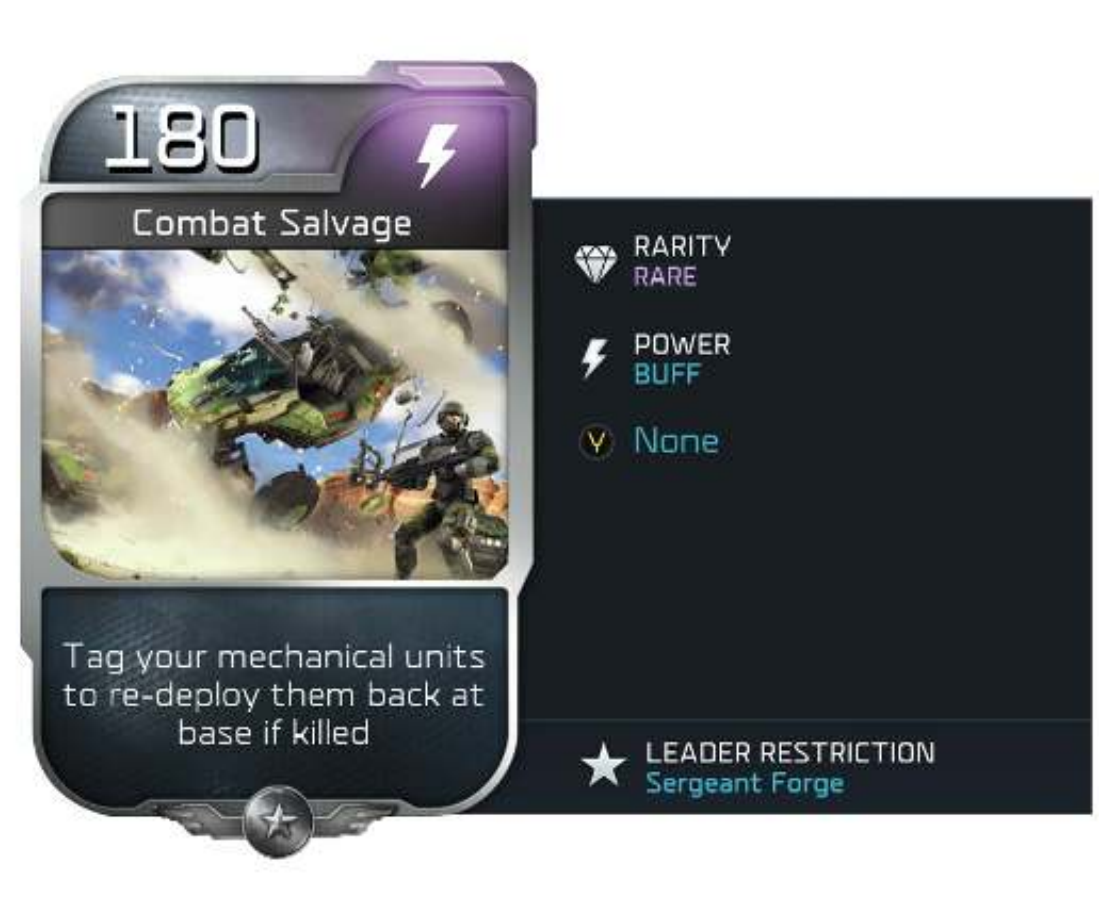
KEYWORD NOTES: CLOAKING FIELD

Cloak: This unit deploys invisibly, able to move and attack without revealing itself for the first 90 seconds.

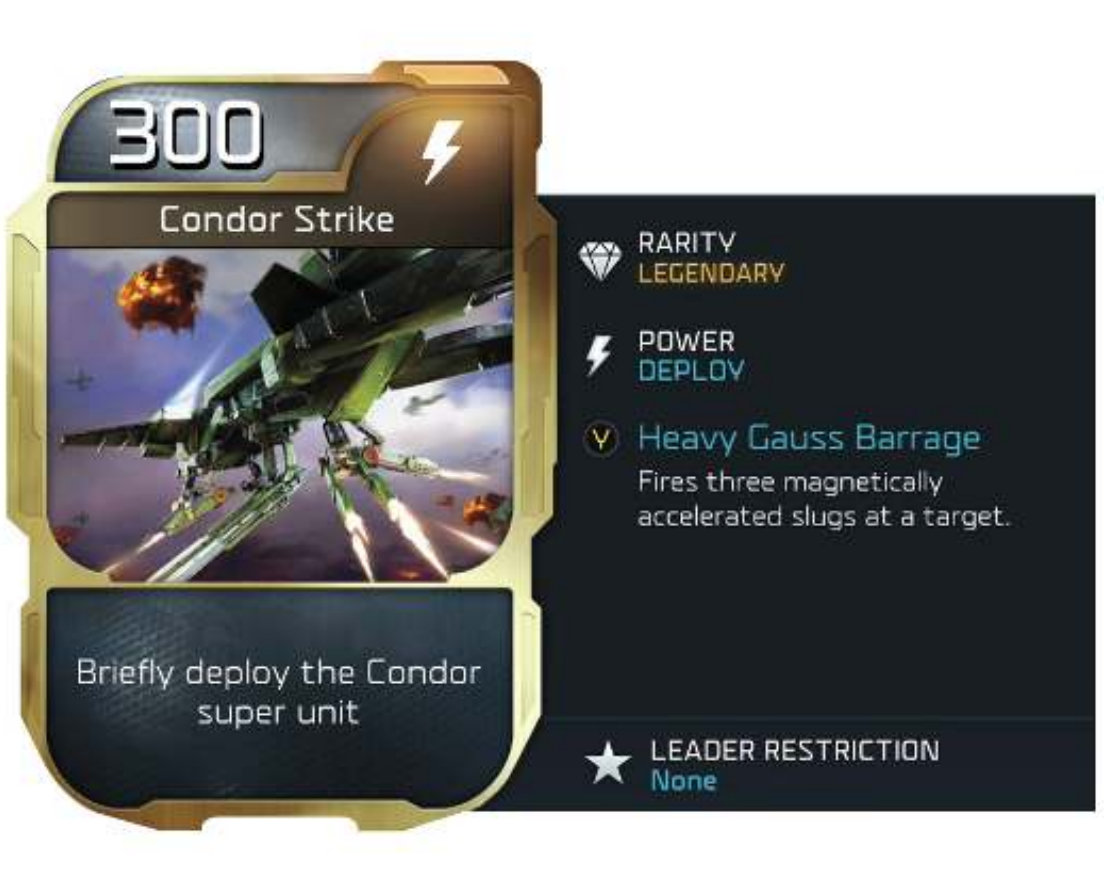
CLOSE AIR SUPPORT


180
Close Air Support
Encircle target area with Pelican Gunships to deal heavy damage
RARITY
RARE
POWER
DAMAGE
None
LEADER RESTRICTION
Captain Cutter

COMBAT SALVAGE


180
Combat Salvage
Tag your mechanical units to re-deploy them back at base if killed
RARITY
RARE
POWER
BUFF
None
LEADER RESTRICTION
Sergeant Forge

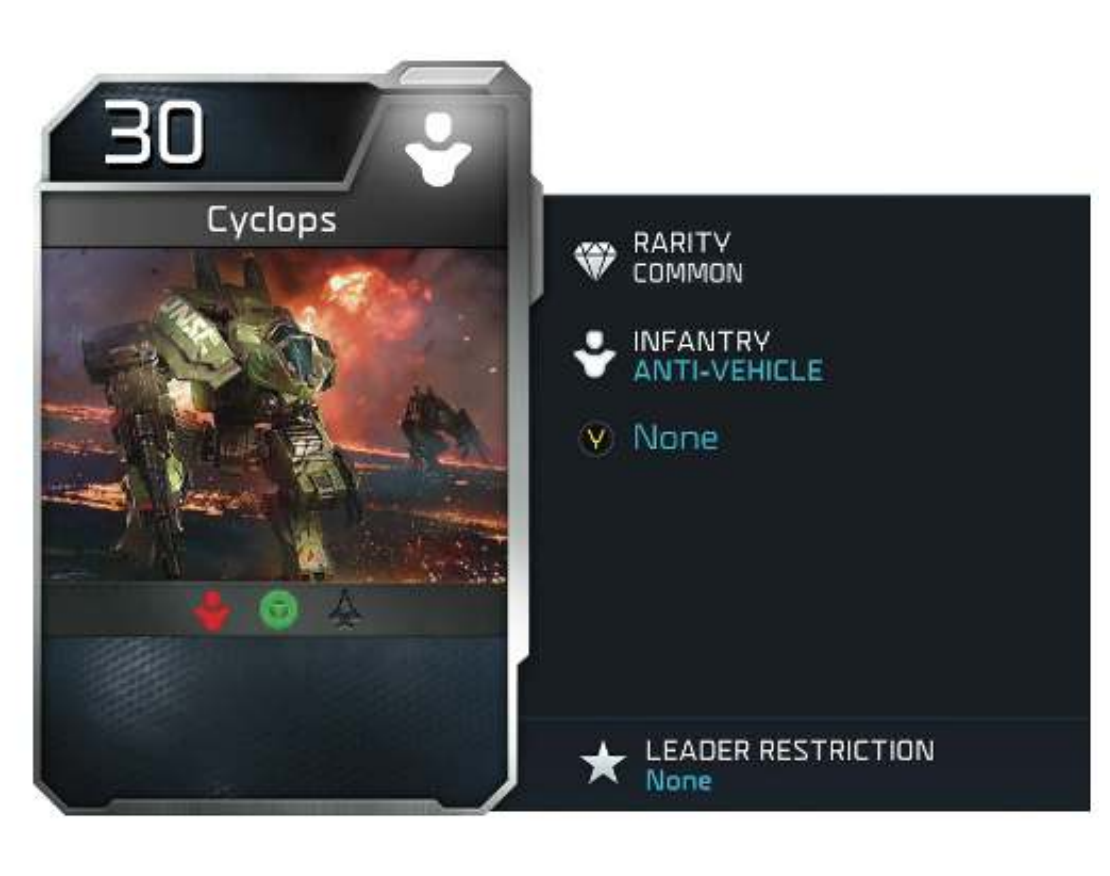
CONDOR STRIKE


300
Condor Strike
Briefly deploy the Condor super unit
RARITY
LEGENDARY
POWER
DEPLOY
Heavy Gauss Barrage
Fires three magnetically accelerated slugs at a target.
LEADER RESTRICTION
None

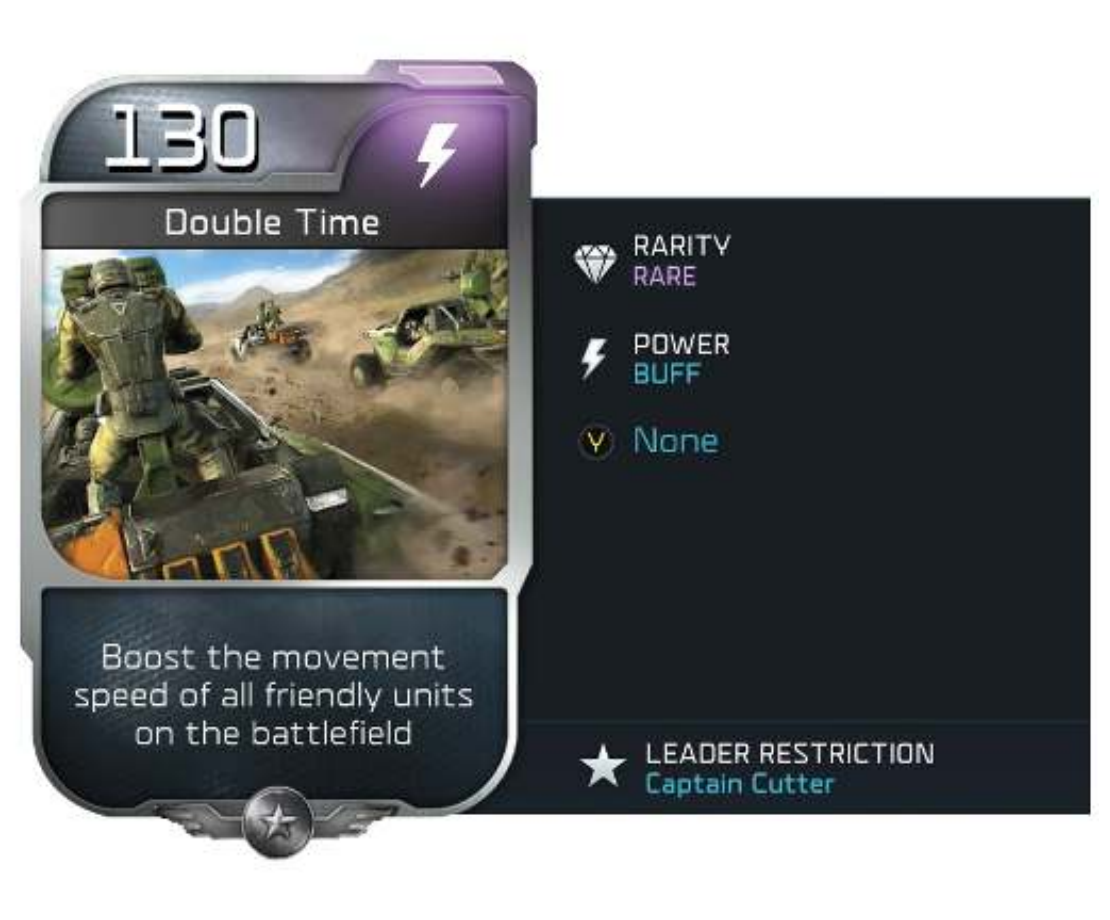
KEYWORD NOTES: CONDOR STRIKE

Rush: This unit ignores fatigue when deployed, charging into battle at full strength.

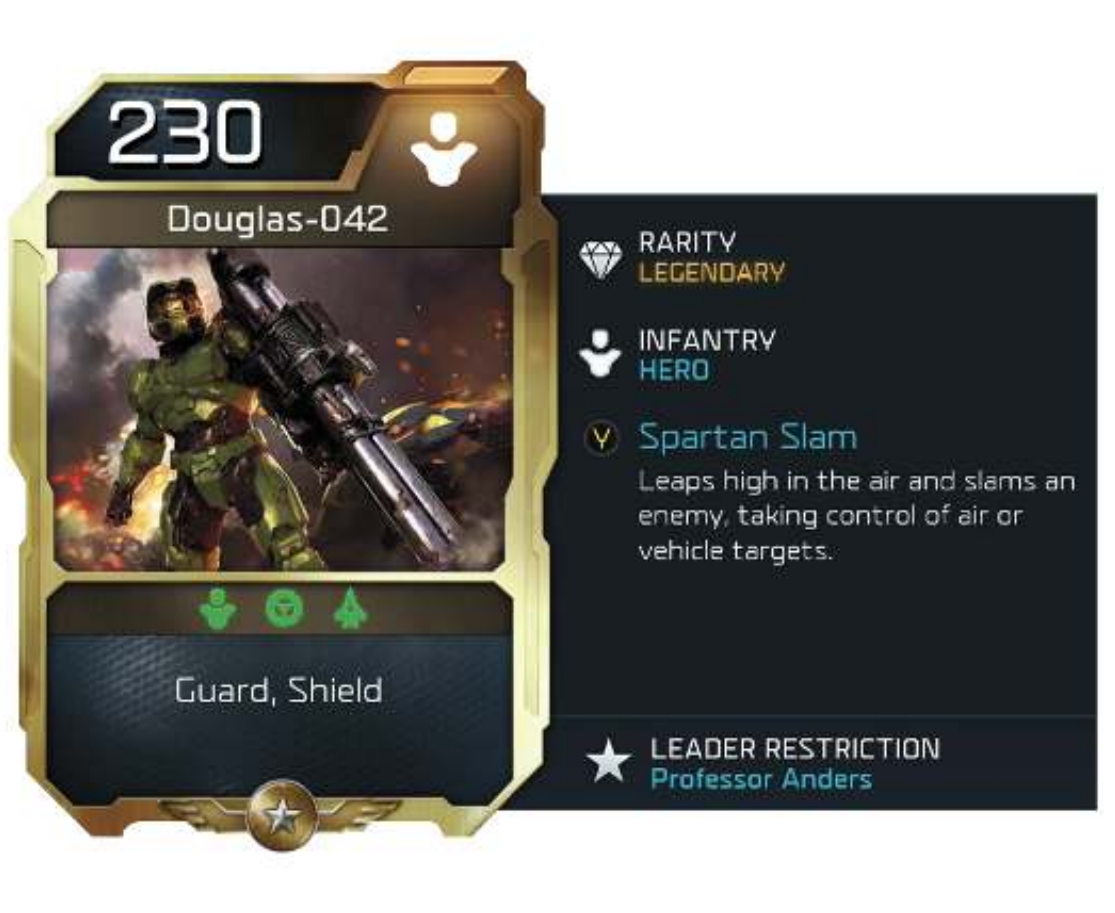
CYCLOPS


30
Cyclops
RARITY
COMMON
INFANTRY
ANTI-VEHICLE
None
LEADER RESTRICTION
None

DOUBLE TIME


130
Double Time
Boost the movement speed of all friendly units on the battlefield
RARITY
RARE
POWER
BUFF
None
LEADER RESTRICTION
Captain Cutter

DOUGLAS-042


230
Douglas-042
Guard, Shield
RARITY
LEGENDARY
INFANTRY
HERO
Spartan Slam
Leaps high in the air and slams an enemy, taking control of air or vehicle targets.
LEADER RESTRICTION
Professor Anders

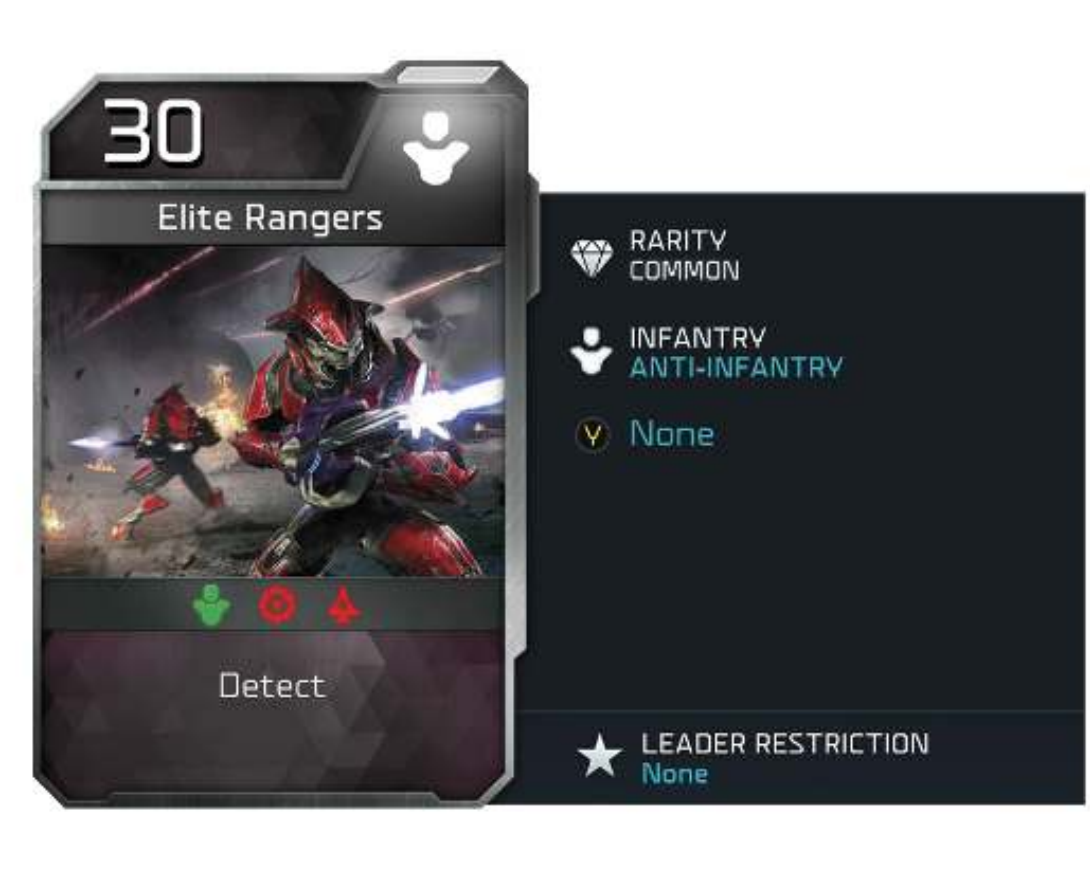
KEYWORD NOTES: DOUGLAS-042

Guard: This unit covers nearby allies, receiving all damage they would normally take.

Shield: This unit has energy-shield protection that absorbs damage and regenerates when out of combat.

Blitz Cards: E-K

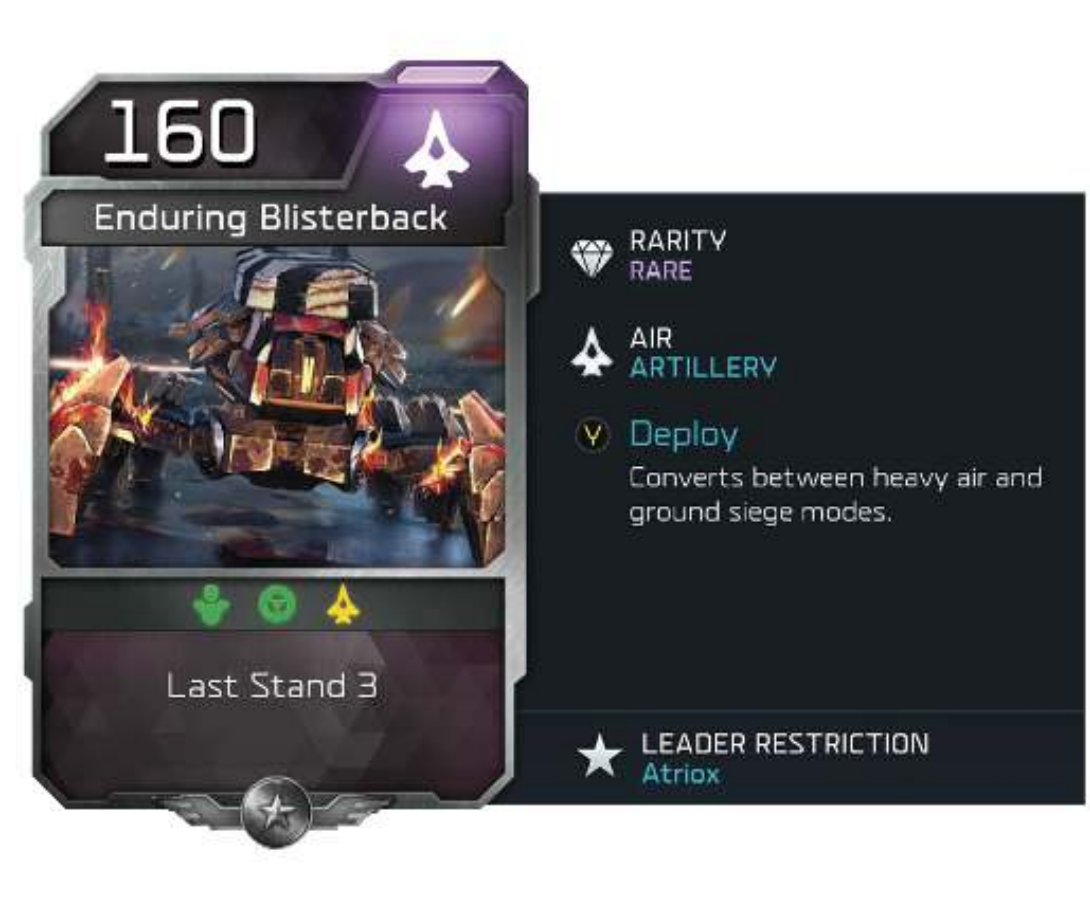
ELITE RANGERS


30
Elite Rangers
Detect
RARITY
COMMON
INFANTRY
ANTI-INFANTRY
None
LEADER RESTRICTION
None

KEYWORD NOTES: ELITE RANGERS

Detect: This unit detects and reveals nearby cloaked enemies.

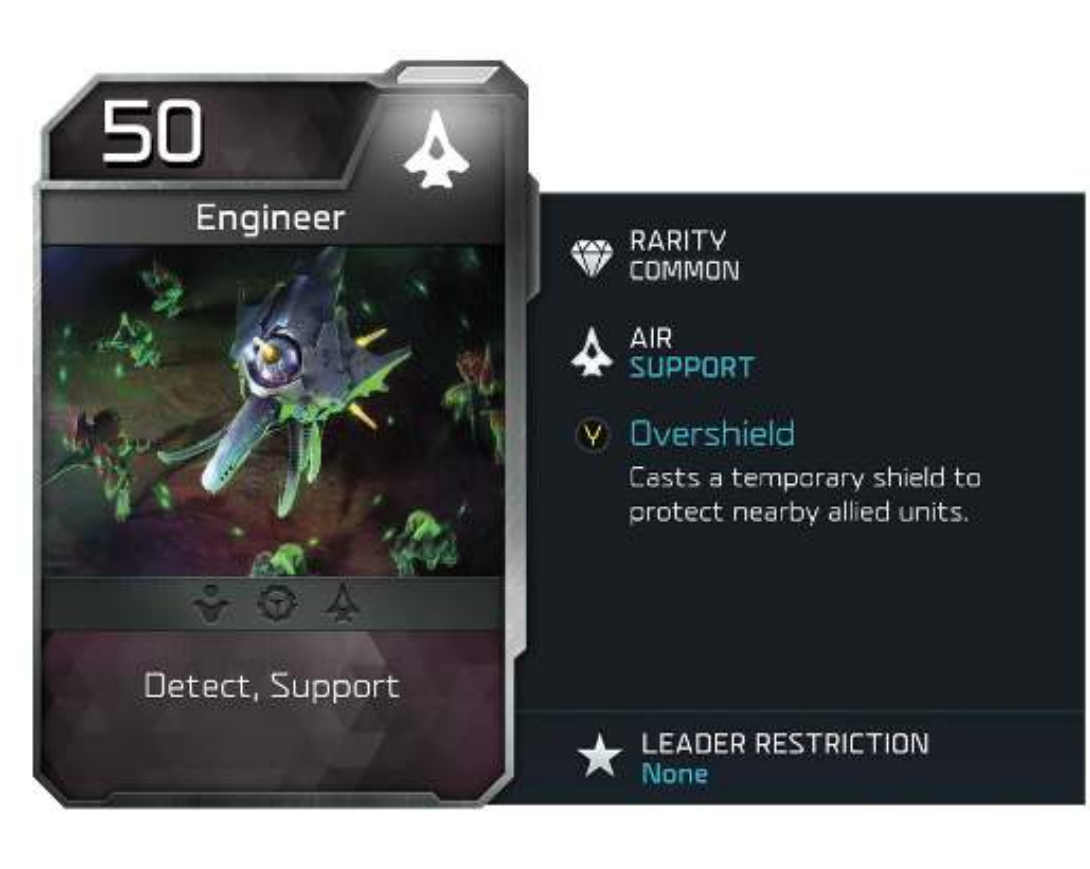
ENDURING BLISTERBACK


160
Enduring Blisterback
Last Stand 3
RARITY
RARE
AIR
ARTILLERY
Deploy
Converts between heavy air and ground siege modes.
LEADER RESTRICTION
Atriox

KEYWORD NOTES: ENDURING BLISTERBACK

Last Stand: When this unit falls in battle, a number of infantry troops jump out to continue the fight.

ENGINEER

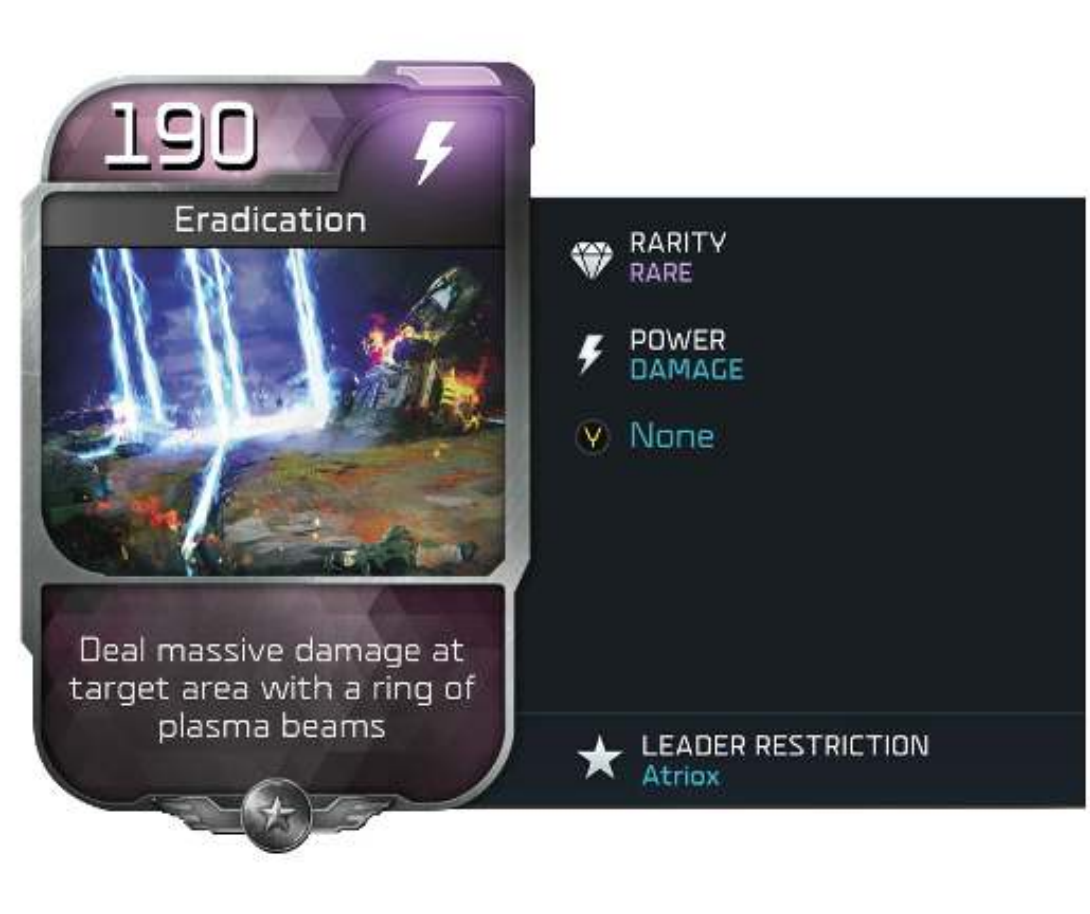

50
Engineer
Detect, Support
RARITY
COMMON
AIR
SUPPORT
Overshield
Casts a temporary shield to protect nearby allied units.
LEADER RESTRICTION
None

KEYWORD NOTES: ENGINEER

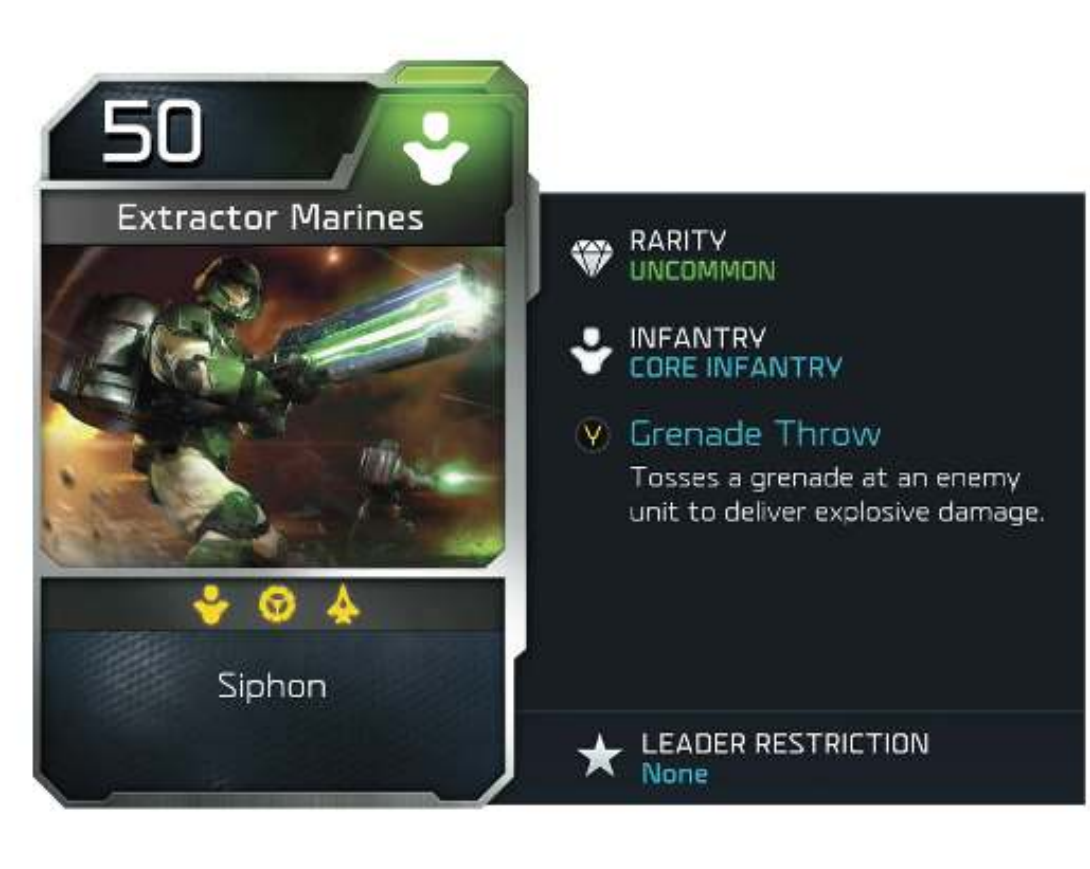
Detect: This unit detects and reveals nearby cloaked enemies.

Support: This unit cannot attack and instead focuses on support or healing skills to boost your army.

ERADICATION


190
Eradication
Deal massive damage at target area with a ring of plasma beams
RARITY
RARE
POWER
DAMAGE
None
LEADER RESTRICTION
Atriox

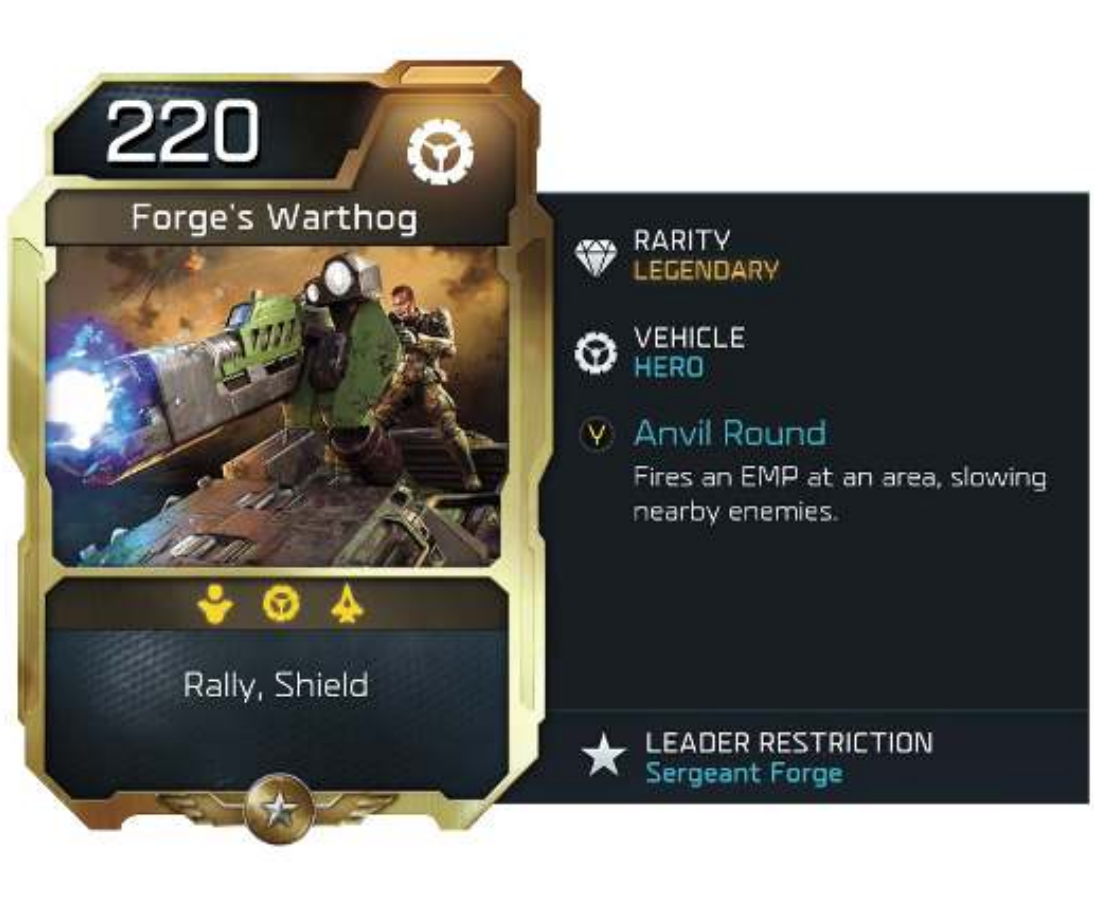
EXTRACTOR MARINES


50
Extractor Marines
Siphon
RARITY
UNCOMMON
INFANTRY
CORE INFANTRY
Grenade Throw
Tosses a grenade at an enemy unit to deliver explosive damage.
LEADER RESTRICTION
None

KEYWORD NOTES: EXTRACTOR MARINES

Siphon: This unit has special weaponry that steals health from its enemies equal to the damage dealt.

FORGE'S WARTHOG

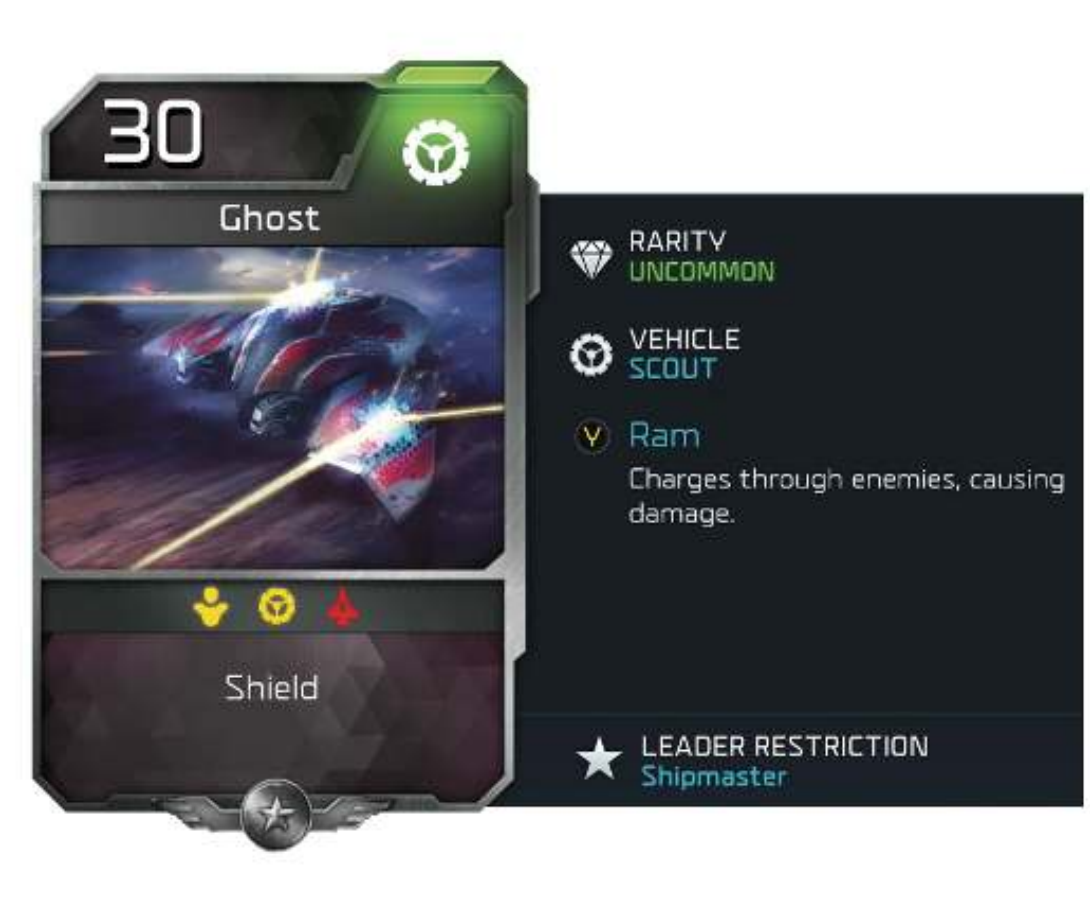

220
Forge's Warthog
Rally, Shield
RARITY
LEGENDARY
VEHICLE
HERO
Anvil Round
Fires an EMP at an area, slowing nearby enemies.
LEADER RESTRICTION
Sergeant Forge

KEYWORD NOTES: FORGE'S WARTHOG

Rally: This unit inspires nearby troops to deal increased damage.

Shield: This unit has energy-shield protection that absorbs damage and regenerates when out of combat.

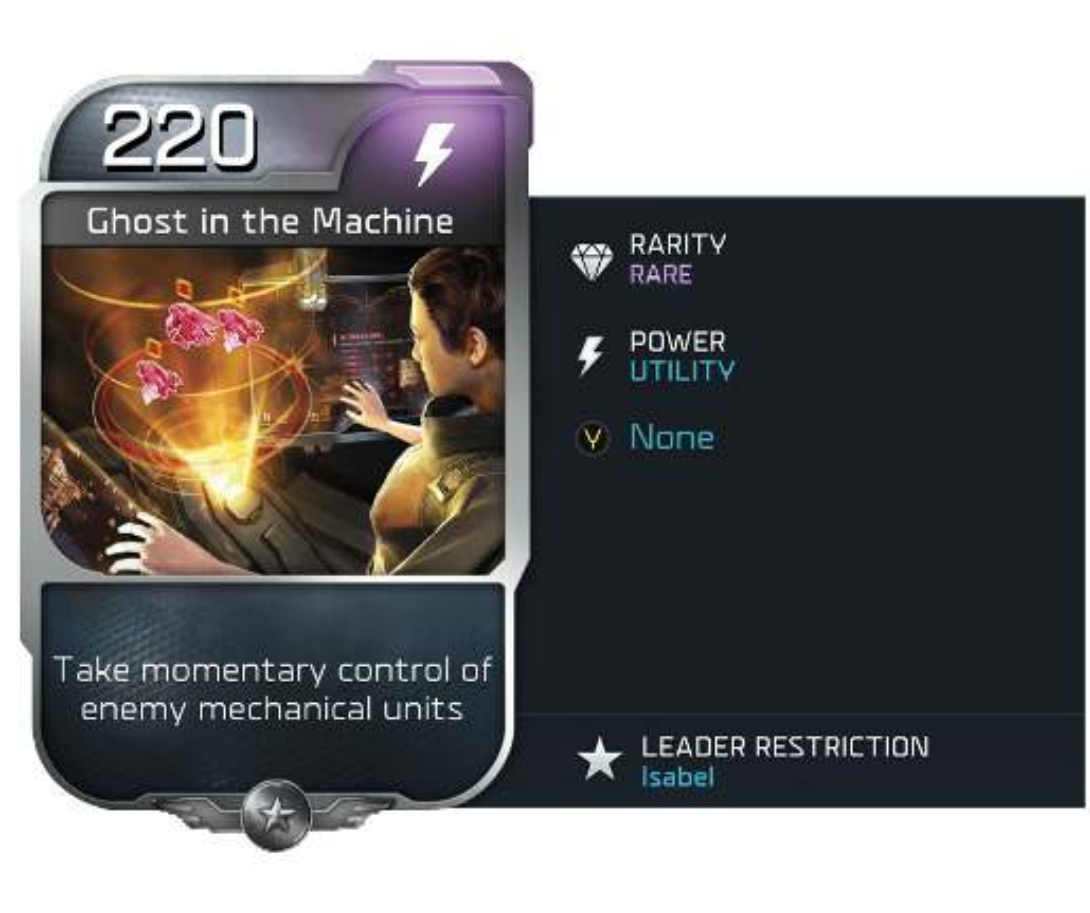
GHOST


30
Ghost
Shield
RARITY
UNCOMMON
VEHICLE
SCOUT
Ram
Charges through enemies, causing damage.
LEADER RESTRICTION
Shipmaster

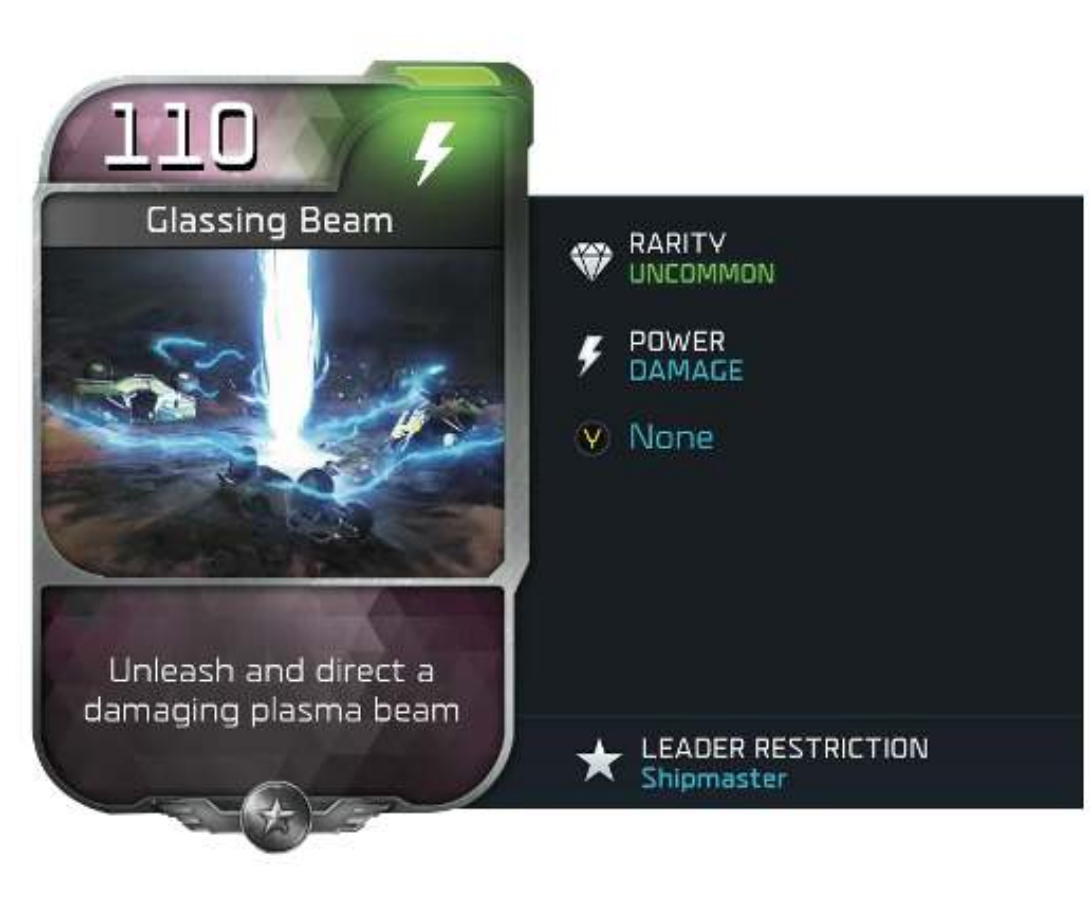
KEYWORD NOTES: GHOST

Shield: This unit has energy-shield protection that absorbs damage and regenerates when out of combat.

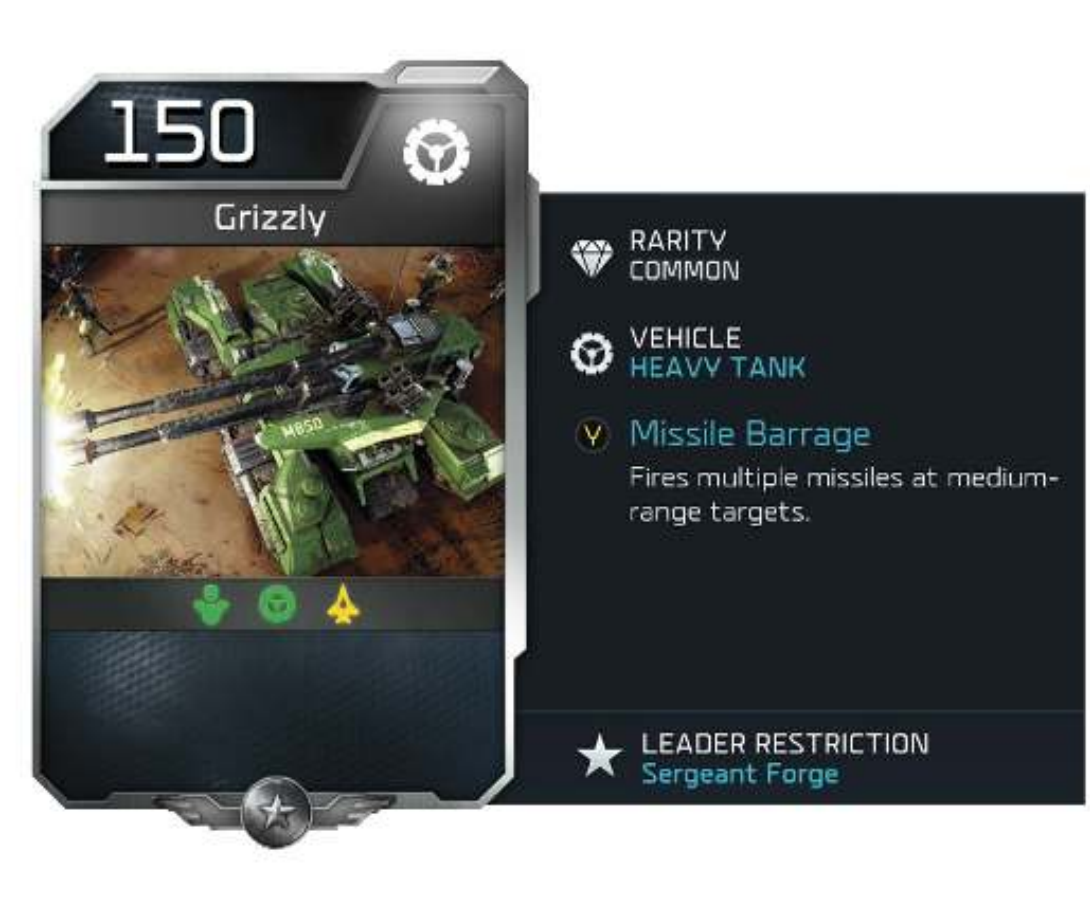
GHOST IN THE MACHINE


220
Ghost in the Machine
Take momentary control of enemy mechanical units
RARITY
RARE
POWER
UTILITY
None
LEADER RESTRICTION
Isabel

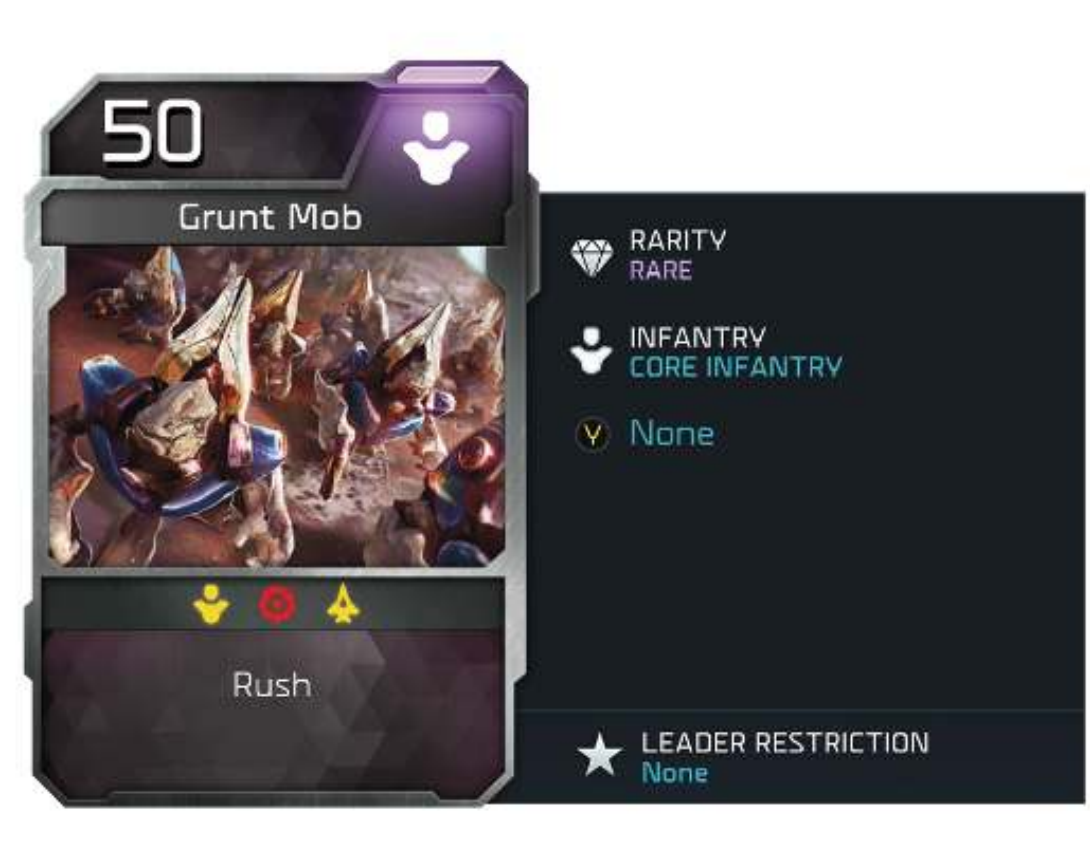
GLASSING BEAM


110
Glassing Beam
Unleash and direct a damaging plasma beam
RARITY
UNCOMMON
POWER
DAMAGE
None
LEADER RESTRICTION
Shipmaster

GRIZZLY


150
Grizzly
RARITY
COMMON
VEHICLE
HEAVY TANK
Missile Barrage
Fires multiple missiles at medium-range targets.
LEADER RESTRICTION
Sergeant Forge

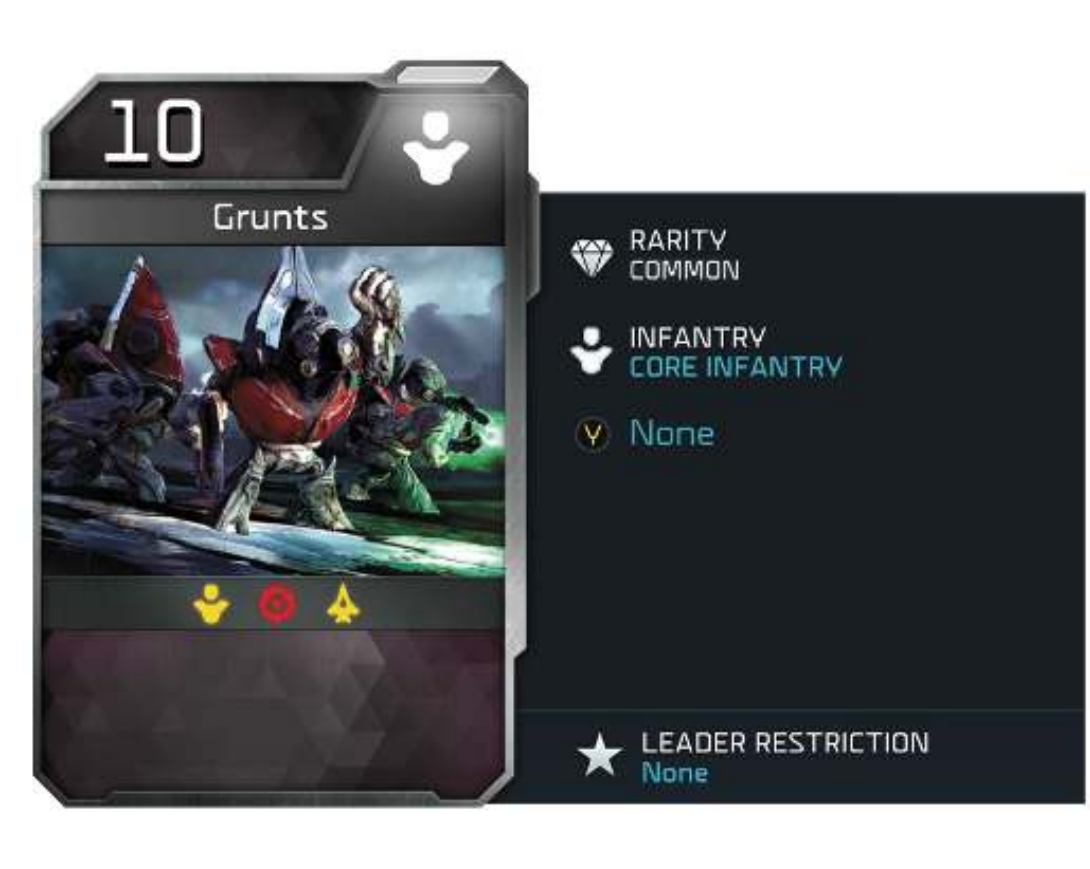
GRUNT MOB


50
Grunt Mob
Rush
RARITY
RARE
INFANTRY
CORE INFANTRY
None
LEADER RESTRICTION
None

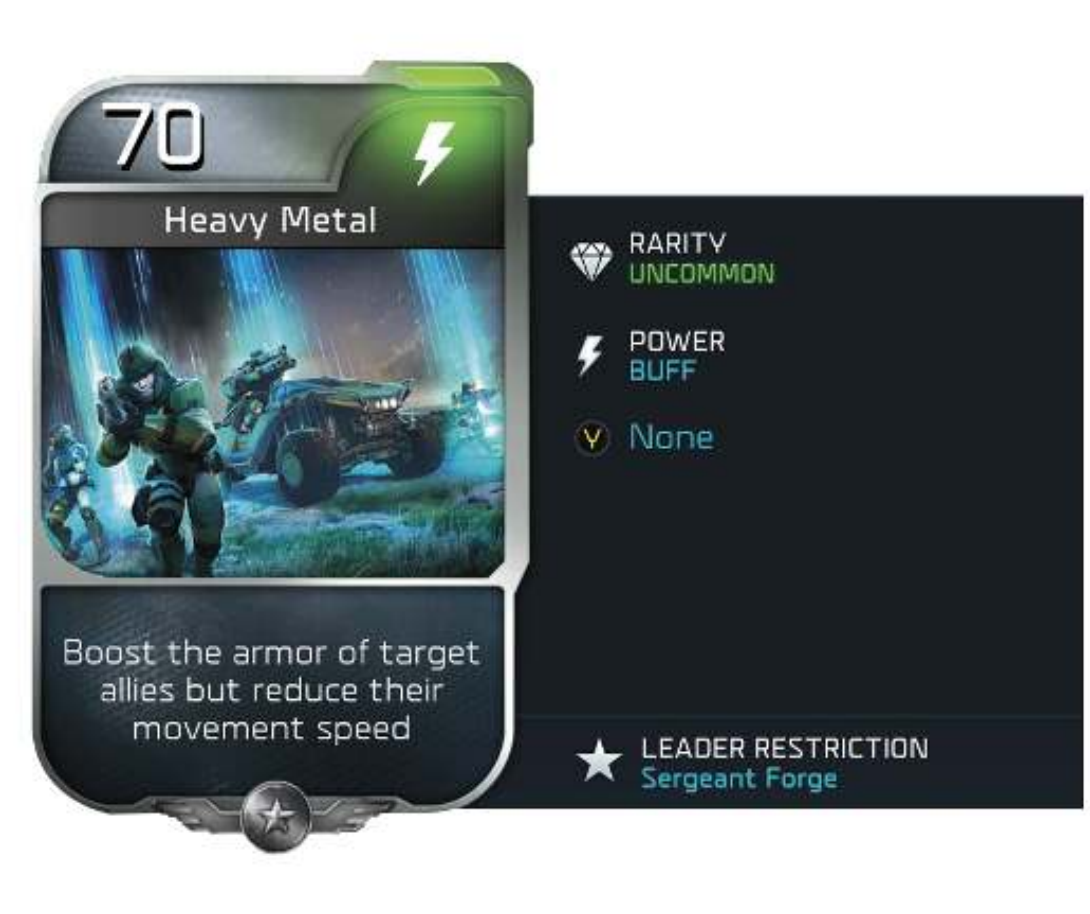
KEYWORD NOTES: GRUNT MOB

Rush: This unit ignores fatigue when deployed, charging into battle at full strength.

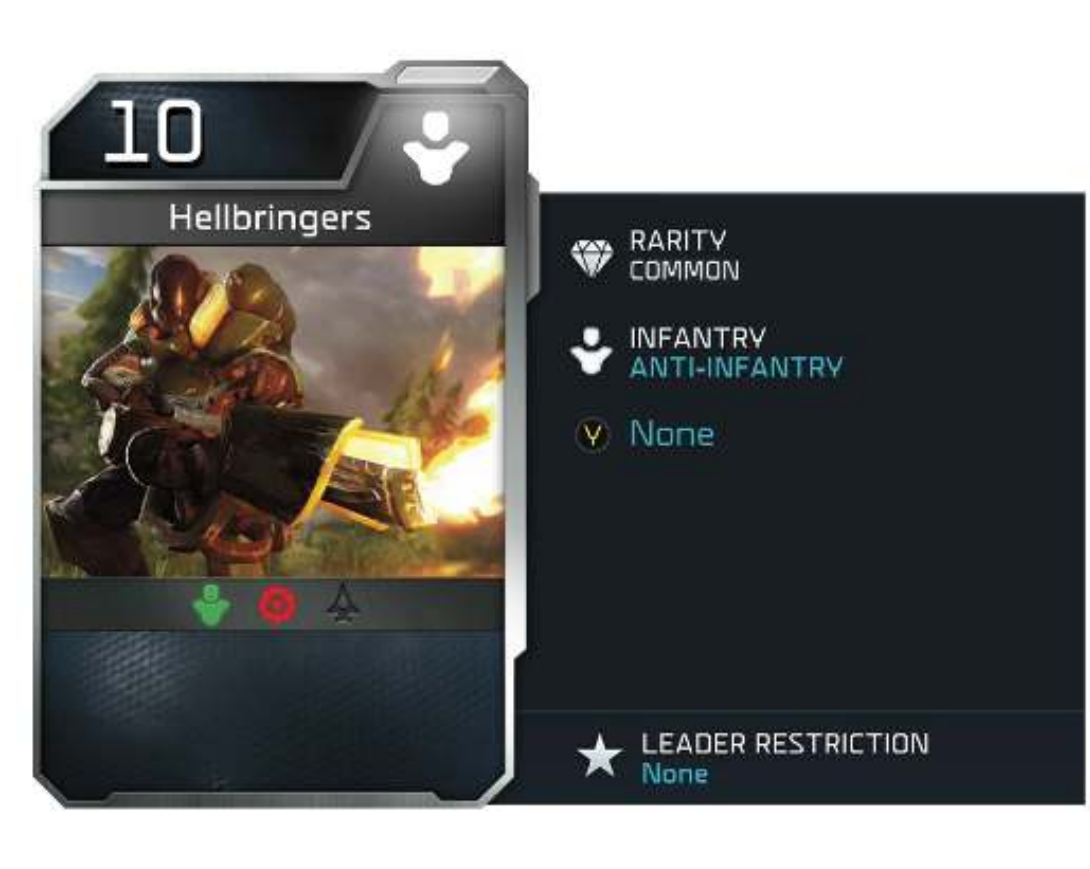
GRUNTS


10
Grunts
RARITY
COMMON
INFANTRY
CORE INFANTRY
None
LEADER RESTRICTION
None

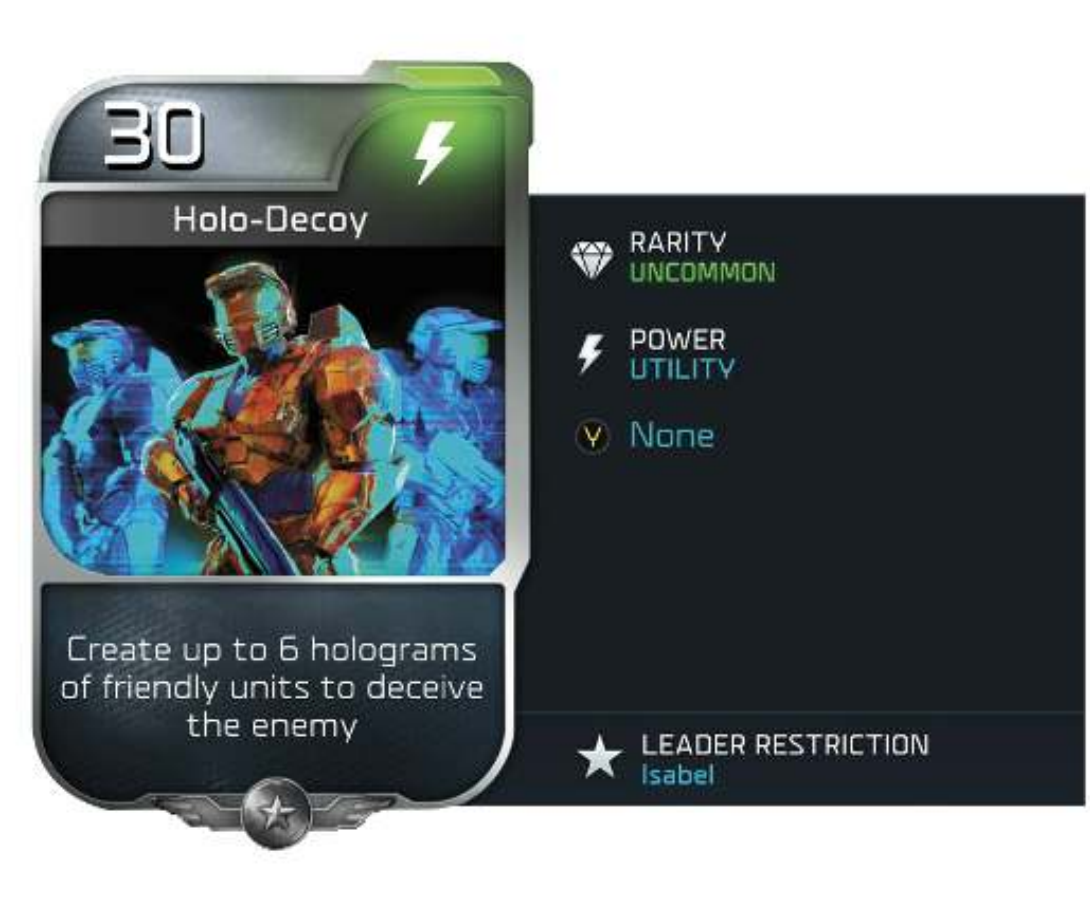
HEAVY METAL


70
Heavy Metal
Boost the armor of target allies but reduce their movement speed
RARITY
UNCOMMON
POWER
BUFF
None
LEADER RESTRICTION
Sergeant Forge

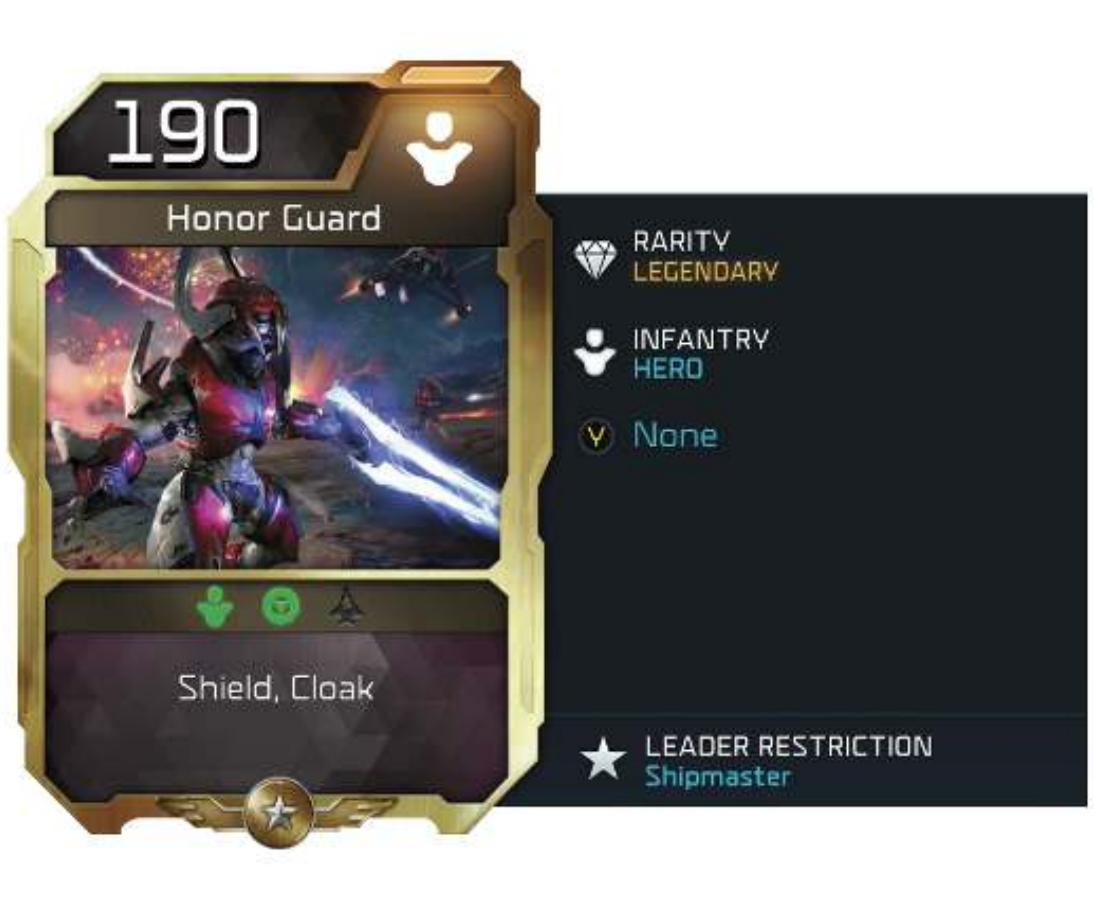
HELLBRINGERS


10
Hellbringers
RARITY
COMMON
INFANTRY
ANTI-INFANTRY
None
LEADER RESTRICTION
None

HOLO-DECOY


30
Holo-Decoy
Create up to 6 holograms of friendly units to deceive the enemy
RARITY
UNCOMMON
POWER
UTILITY
None
LEADER RESTRICTION
Isabel

HONOR GUARD

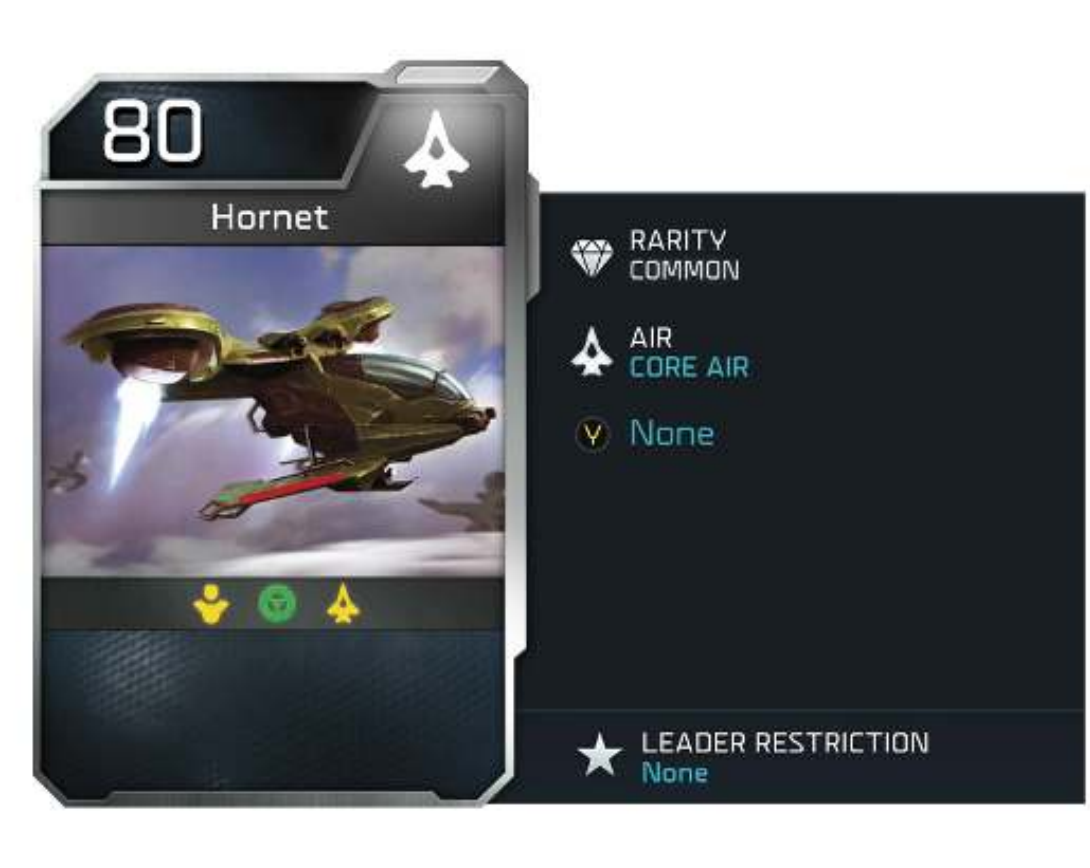

190
Honor Guard
Shield, Cloak
RARITY
LEGENDARY
INFANTRY
HERO
None
LEADER RESTRICTION
Shipmaster

KEYWORD NOTES: HONOR GUARD

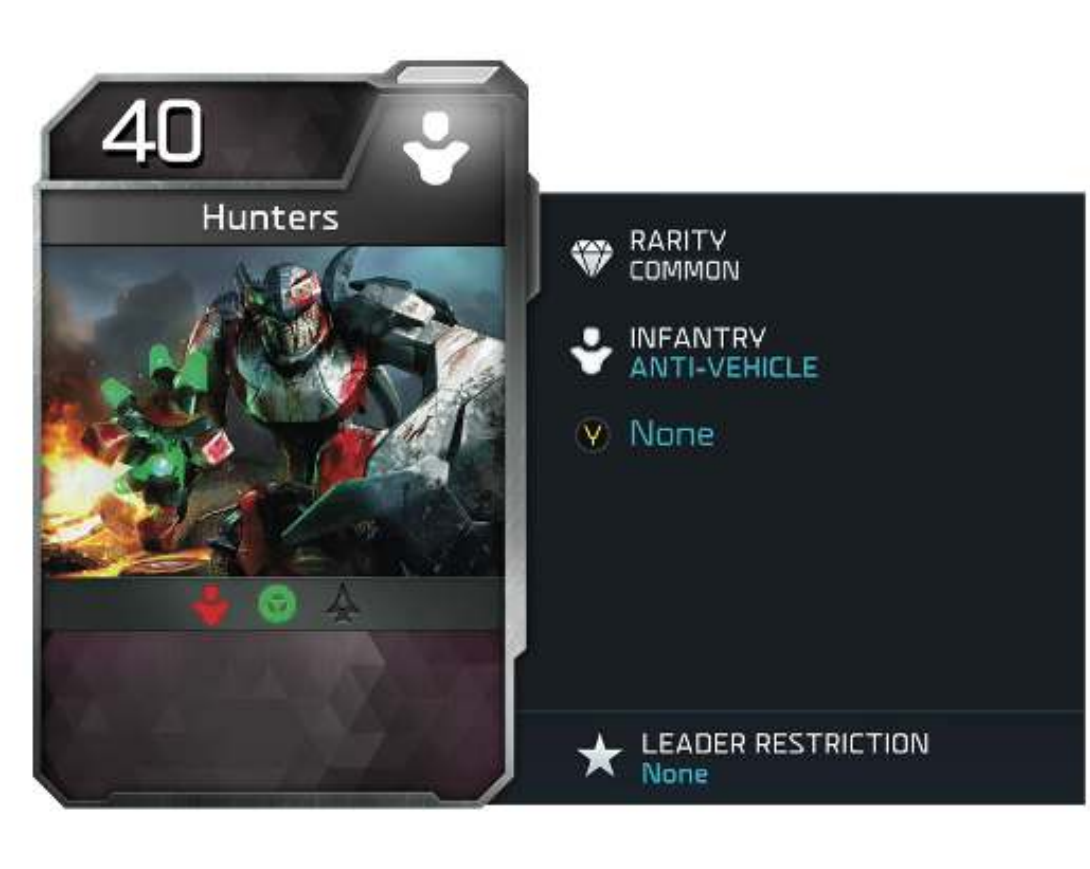
Shield: This unit has energy-shield protection that absorbs damage and regenerates when out of combat.

Cloak: This unit deploys invisibly, able to move and attack without revealing itself for the first 90 seconds.

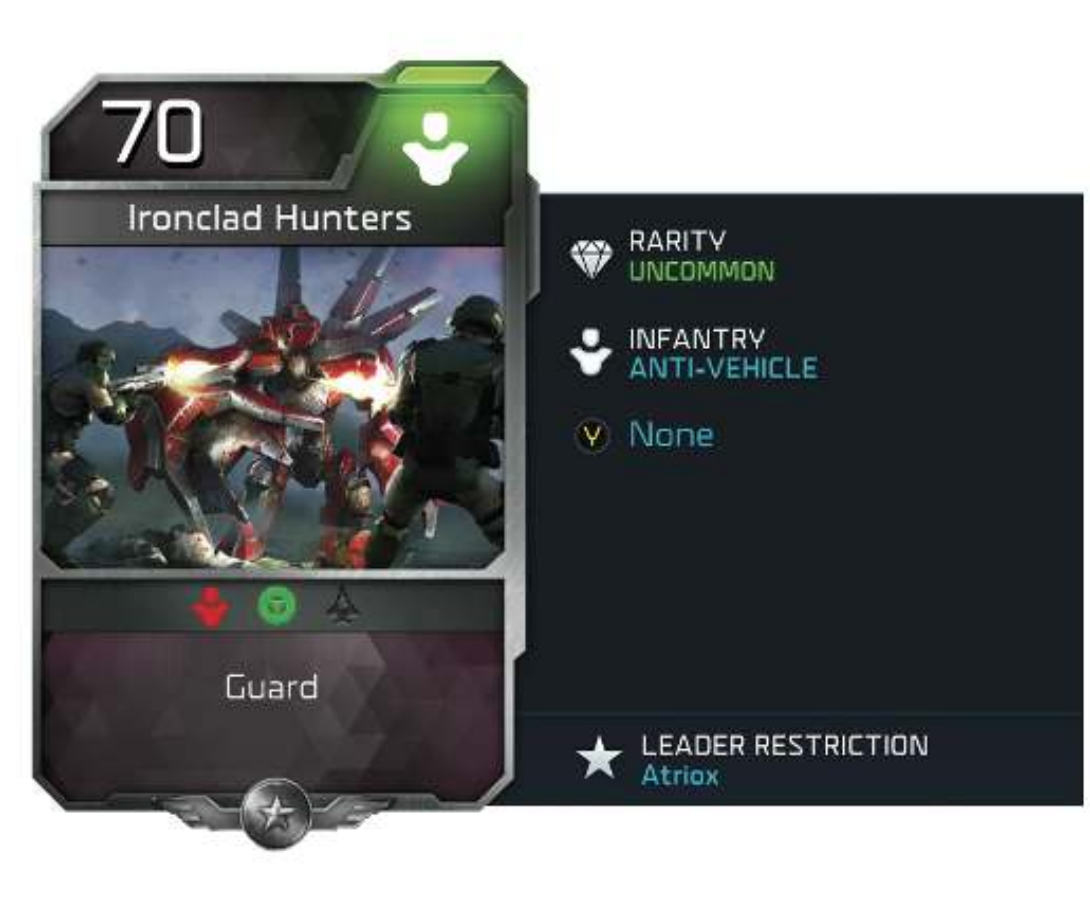
HORNET


80
Hornet
RARITY
COMMON
AIR
CORE AIR
None
LEADER RESTRICTION
None

HUNTERS


40
Hunters
RARITY
COMMON
INFANTRY
ANTI-VEHICLE
None
LEADER RESTRICTION
None

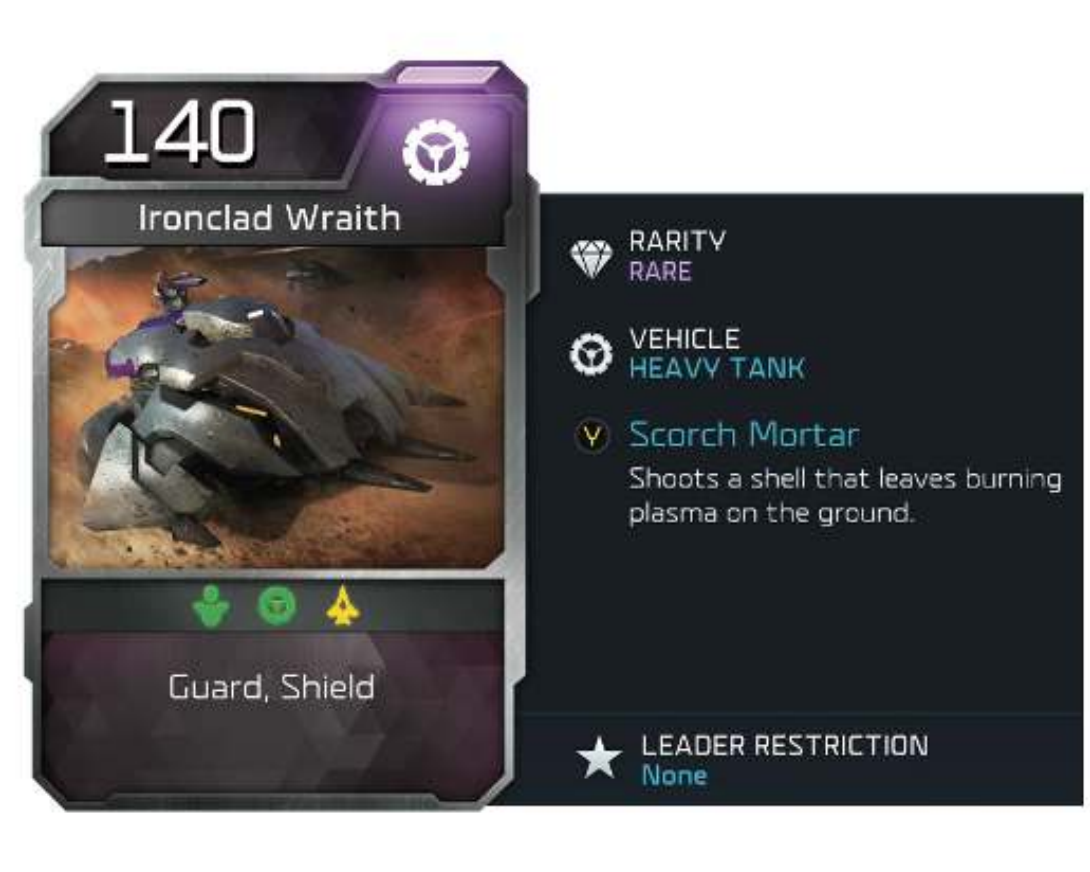
IRONCLAD HUNTERS


70
Ironclad Hunters
Guard
RARITY
UNCOMMON
INFANTRY
ANTI-VEHICLE
None
LEADER RESTRICTION
Atriox

KEYWORD NOTES: IRONCLAD HUNTERS

Guard: This unit covers nearby allies, receiving all damage they would normally take.

IRONCLAD WRAITH

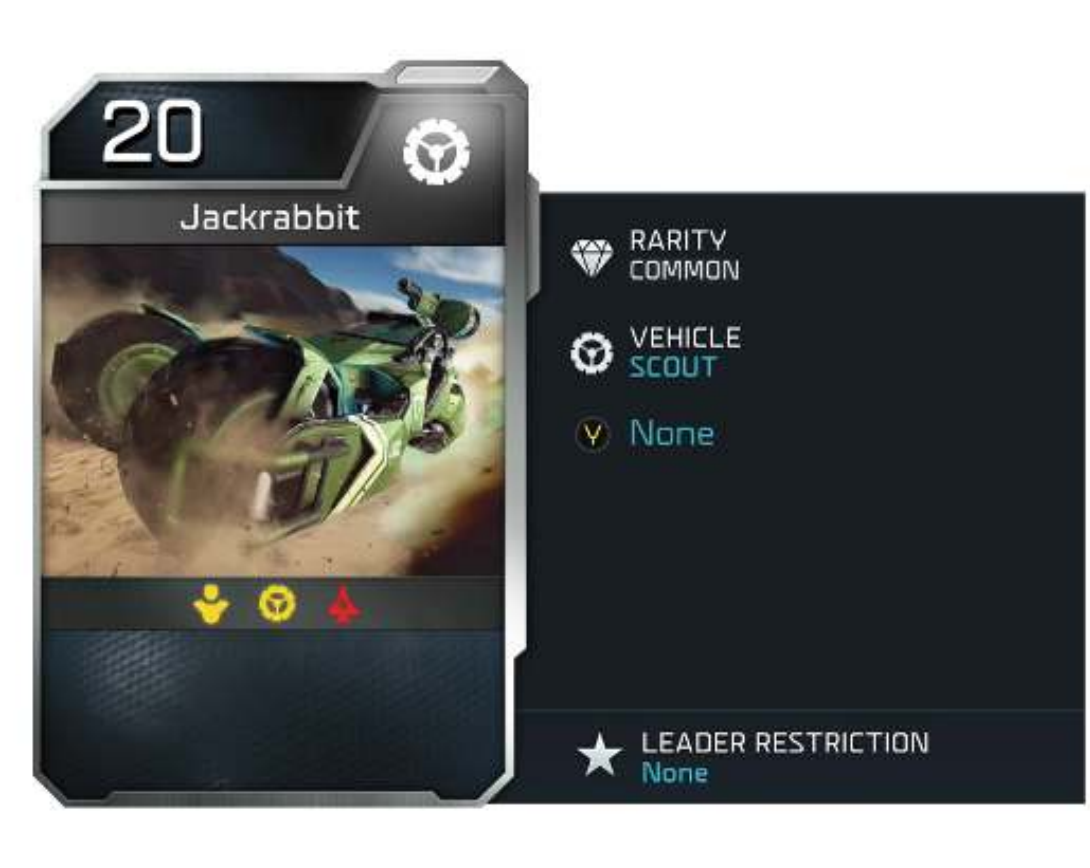

140
Ironclad Wraith
Guard, Shield
RARITY
RARE
VEHICLE
HEAVY TANK
Scorch Mortar
Shoots a shell that leaves burning plasma on the ground.
LEADER RESTRICTION
None

KEYWORD NOTES: IRONCLAD WRAITH

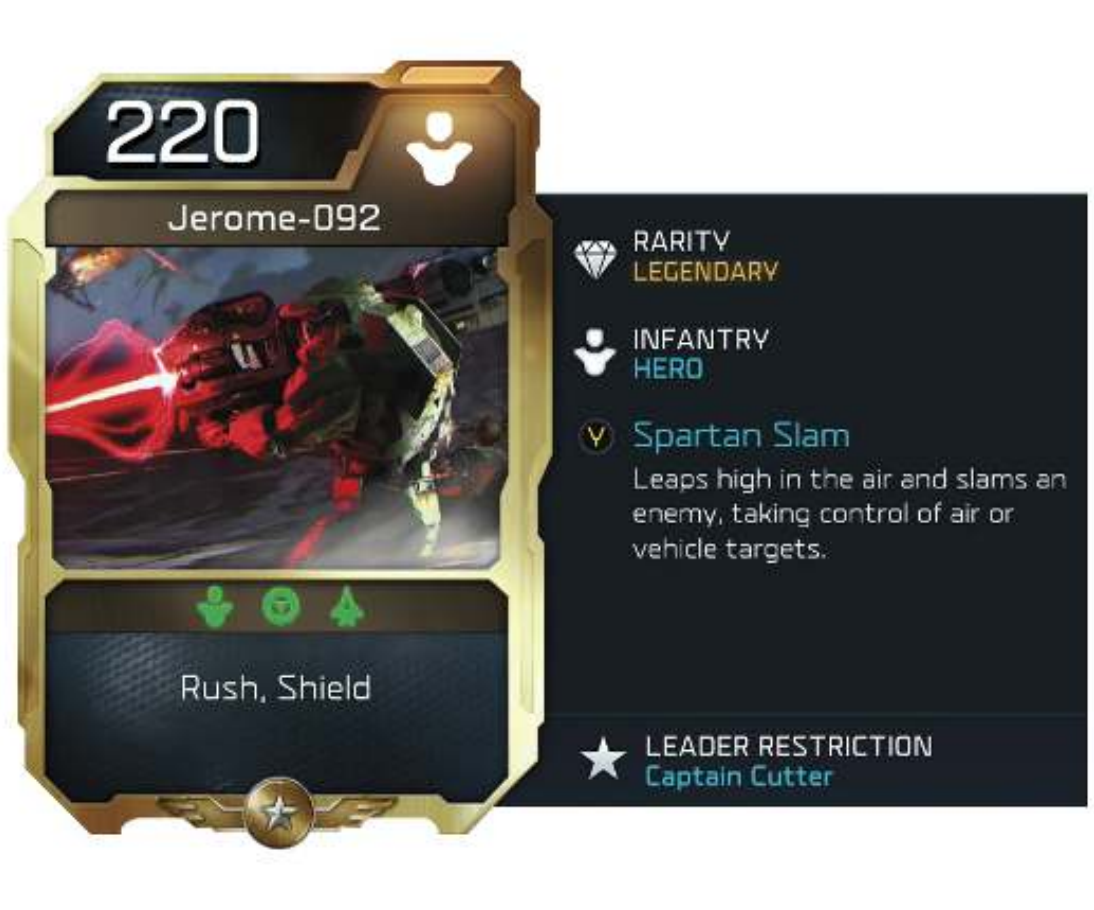
Guard: This unit covers nearby allies, receiving all damage they would normally take.

Shield: This unit has energy-shield protection that absorbs damage and regenerates when out of combat.

JACKRABBIT


20
Jackrabbit
RARITY
COMMON
VEHICLE
SCOUT
None
LEADER RESTRICTION
None

JEROME-092

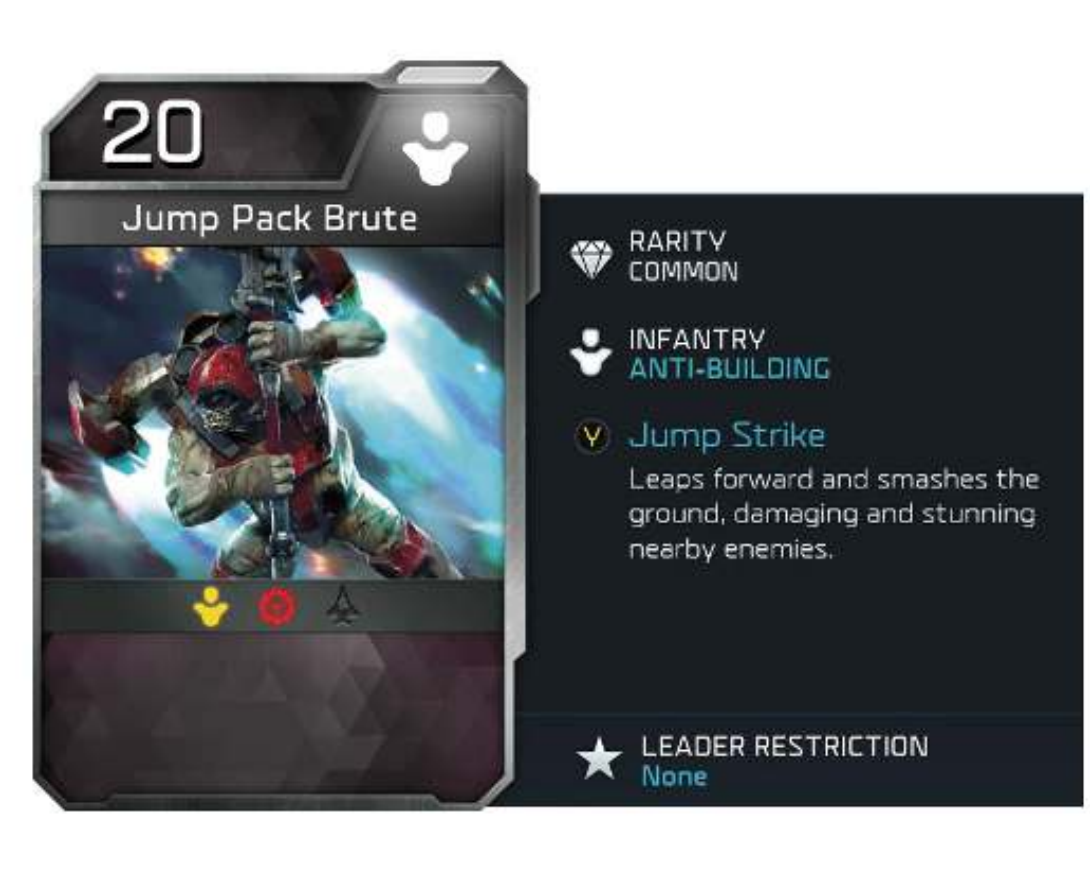

220
Jerome-092
Rush, Shield
RARITY
LEGENDARY
INFANTRY
HERO
Spartan Slam
Leaps high in the air and slams an enemy, taking control of air or vehicle targets.
LEADER RESTRICTION
Captain Cutter

KEYWORD NOTES: JEROME-092

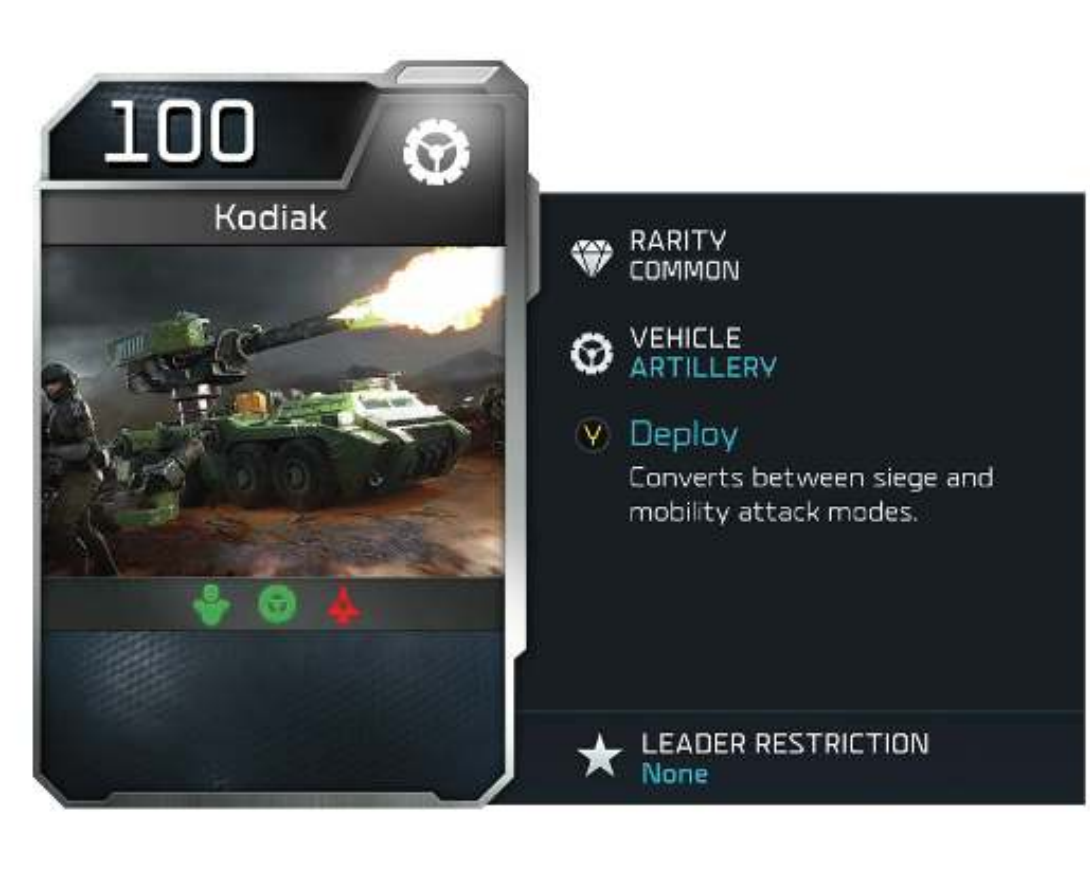
Rush: This unit ignores fatigue when deployed, charging into battle at full strength.

Shield: This unit has energy-shield protection that absorbs damage and regenerates when out of combat.

JUMP PACK BRUTE


20
Jump Pack Brute
RARITY
COMMON
INFANTRY
ANTI-BUILDING
Jump Strike
Leaps forward and smashes the ground, damaging and stunning nearby enemies.
LEADER RESTRICTION
None

KODIAK


100
Kodiak
RARITY
COMMON
VEHICLE
ARTILLERY
Deploy
Converts between siege and mobility attack modes.
LEADER RESTRICTION
None

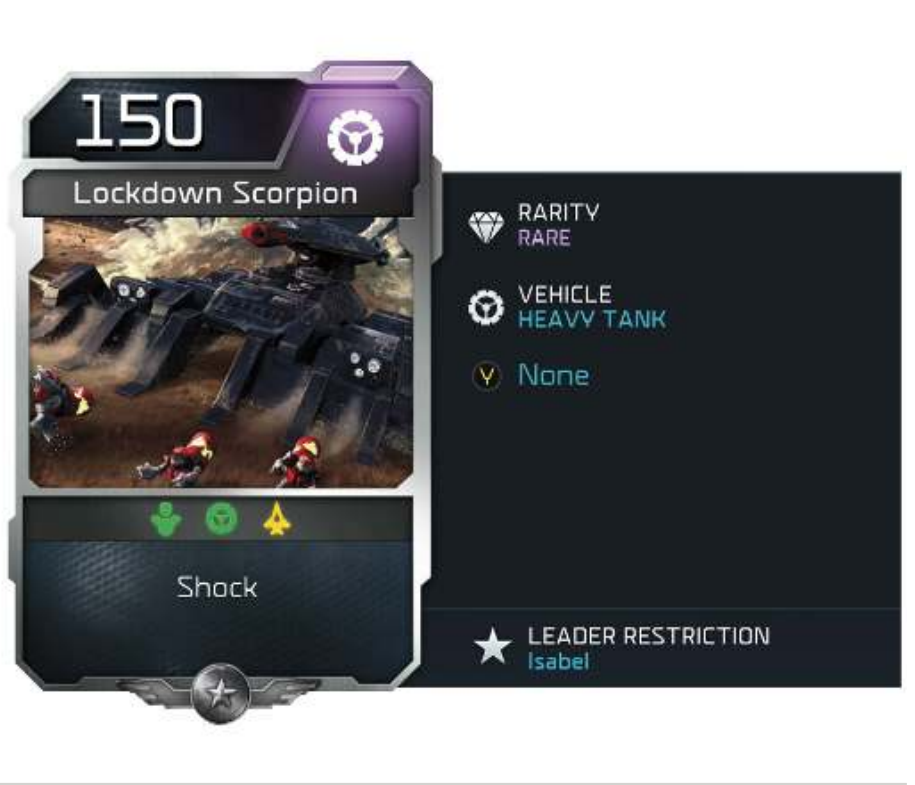
PRIMA GAMES

HALO WARS 2

Blitz Card Gallery

Blitz Cards: L-S

LOCKDOWN SCORPION

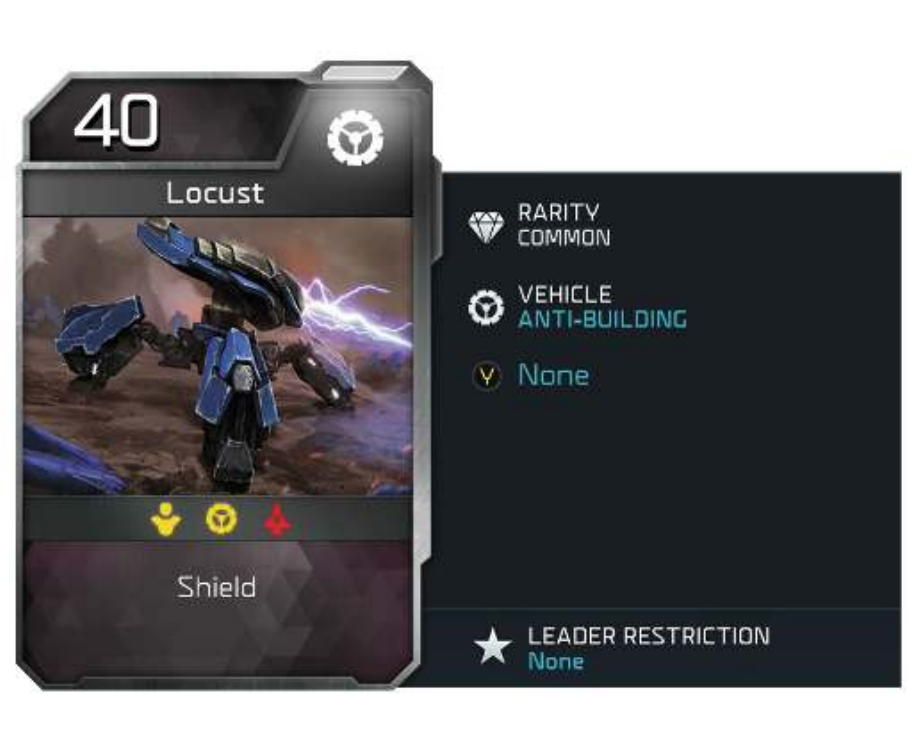

150
Lockdown Scorpion
Shock

RARITY
RARE
VEHICLE
HEAVY TANK
None
LEADER RESTRICTION
Isabel

KEYWORD NOTES: LOCKDOWN SCORPION

Shock: This unit intimidates nearby enemy troops, significantly reducing their armor.

LOCUST

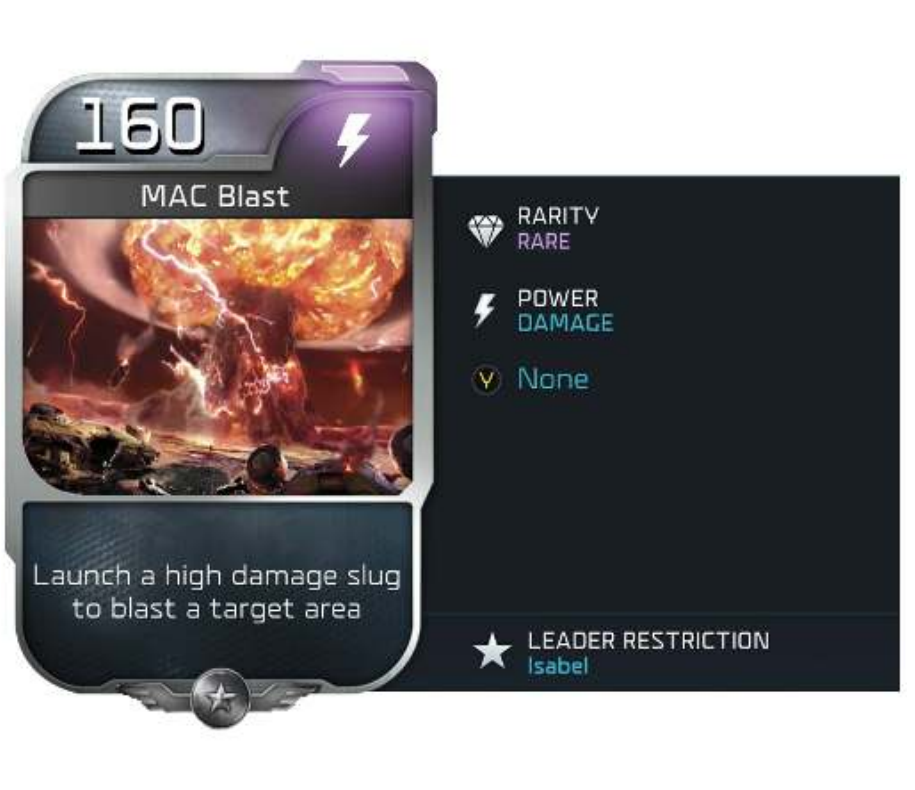

40
Locust
Shield

RARITY
COMMON
VEHICLE
ANTI-BUILDING
None
LEADER RESTRICTION
None

KEYWORD NOTES: LOCUST

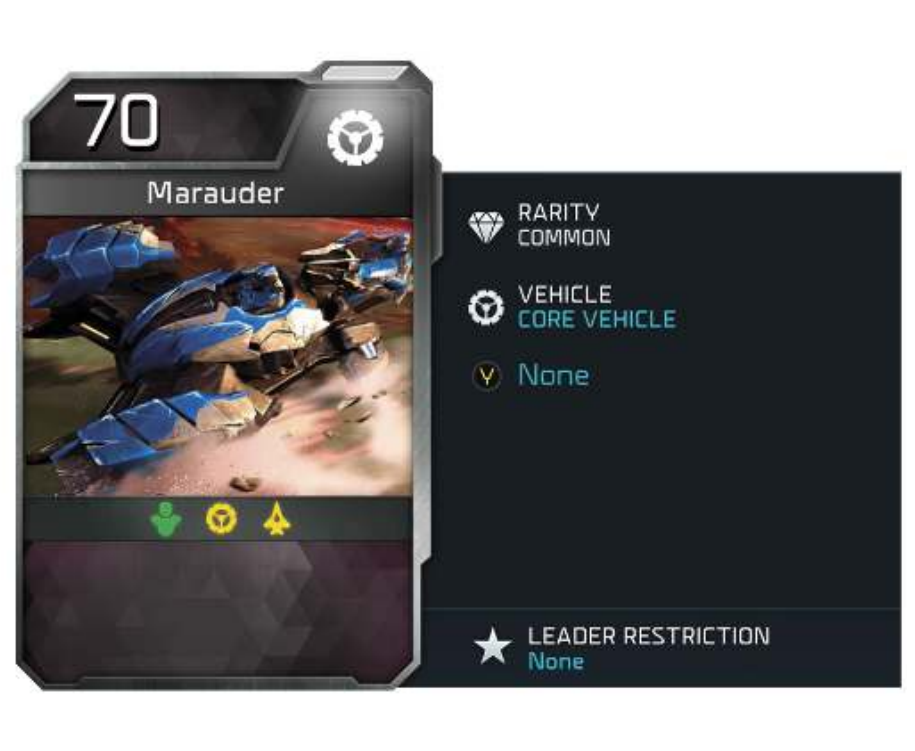
Shield: This unit has energy-shield protection that absorbs damage and regenerates when out of combat.

MAC BLAST


160
MAC Blast
Launch a high damage slug to blast a target area

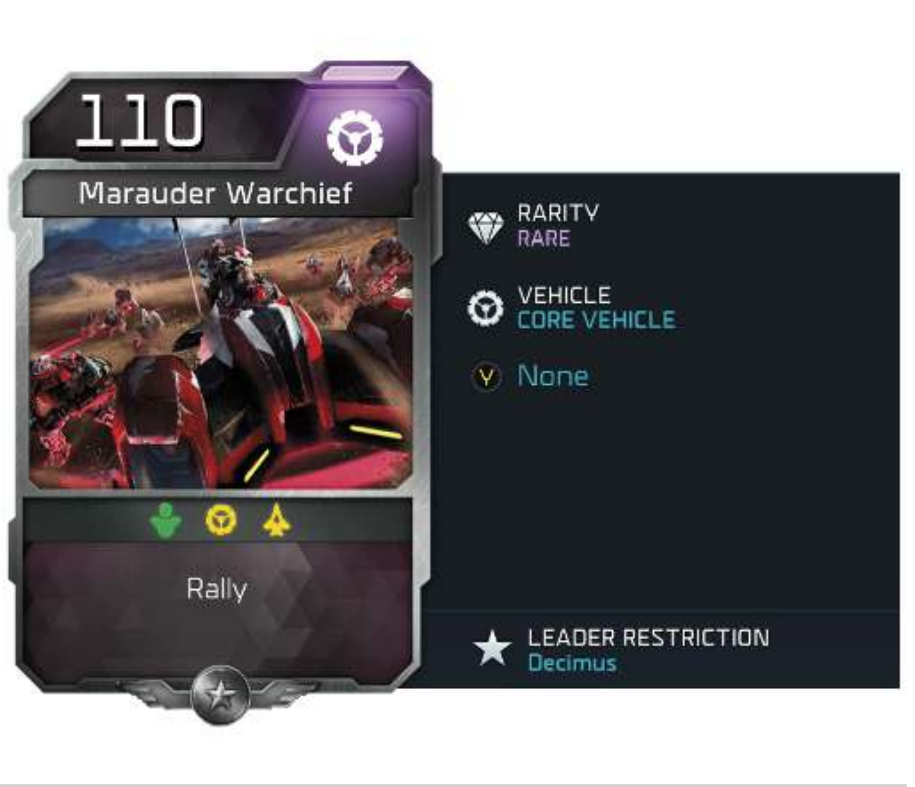
RARITY
RARE
POWER
DAMAGE
None
LEADER RESTRICTION
Isabel

MARAUDER


70
Marauder

RARITY
COMMON
VEHICLE
CORE VEHICLE
None
LEADER RESTRICTION
None

MARAUDER WARCHIEF

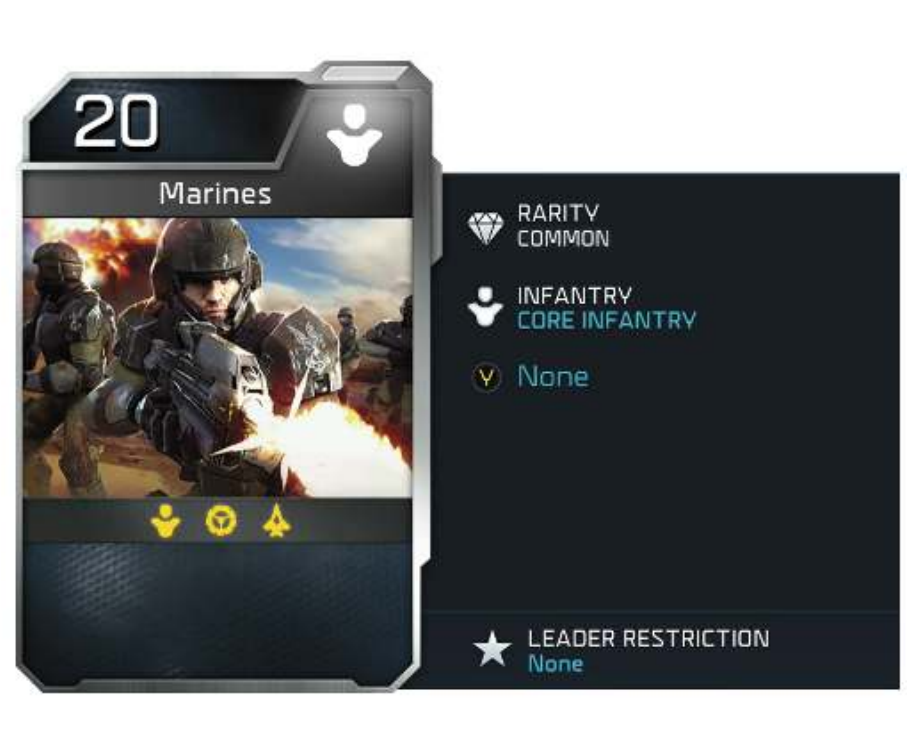

110
Marauder Warchief
Rally

RARITY
RARE
VEHICLE
CORE VEHICLE
None
LEADER RESTRICTION
Decimus

KEYWORD NOTES: MARAUDER WARCHIEF

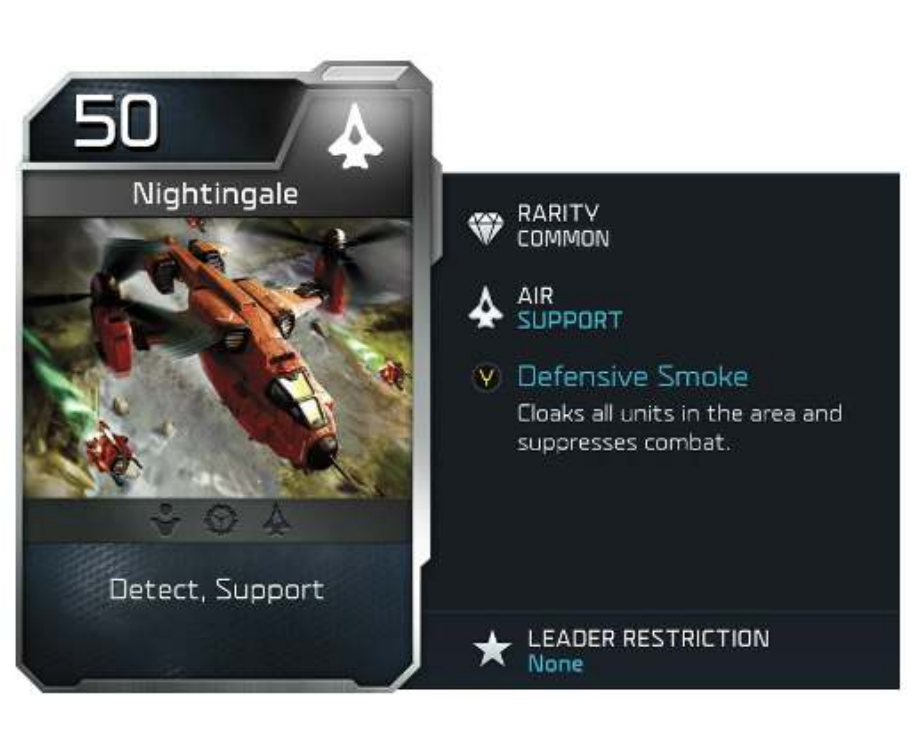
Rally: This unit inspires nearby troops to deal increased damage.

MARINES


20
Marines

RARITY
COMMON
INFANTRY
CORE INFANTRY
None
LEADER RESTRICTION
None

NIGHTINGALE


50
Nightingale
Detect, Support

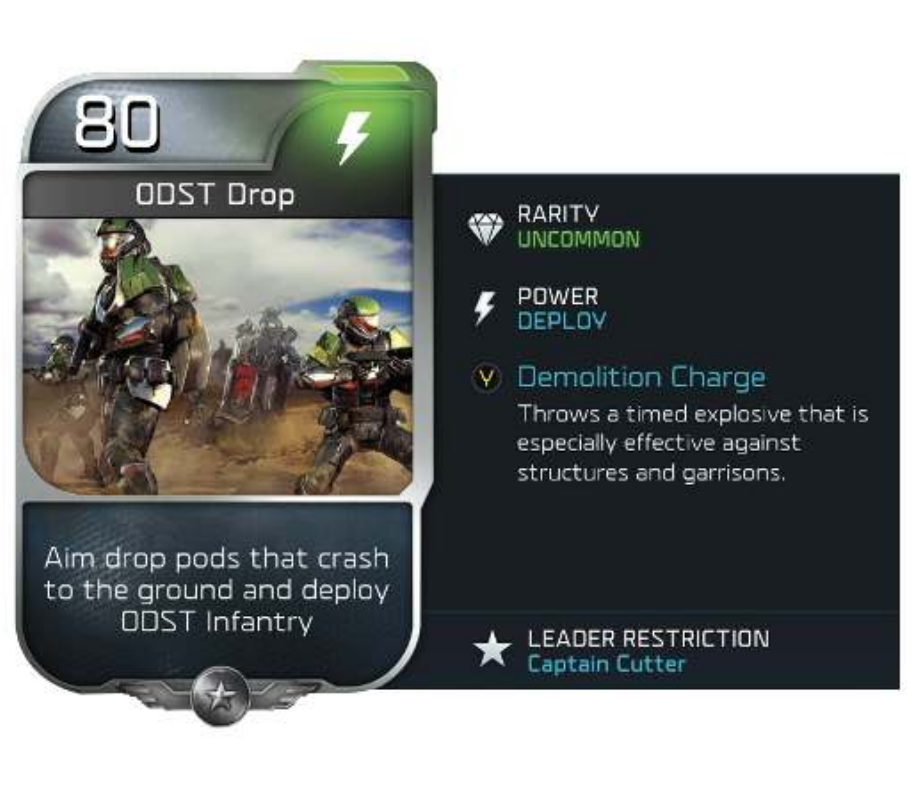
RARITY
COMMON
AIR
SUPPORT
Defensive Smoke
Cloaks all units in the area and suppresses combat.
LEADER RESTRICTION
None

KEYWORD NOTES: NIGHTINGALE

Detect: This unit detects and reveals nearby cloaked enemies.

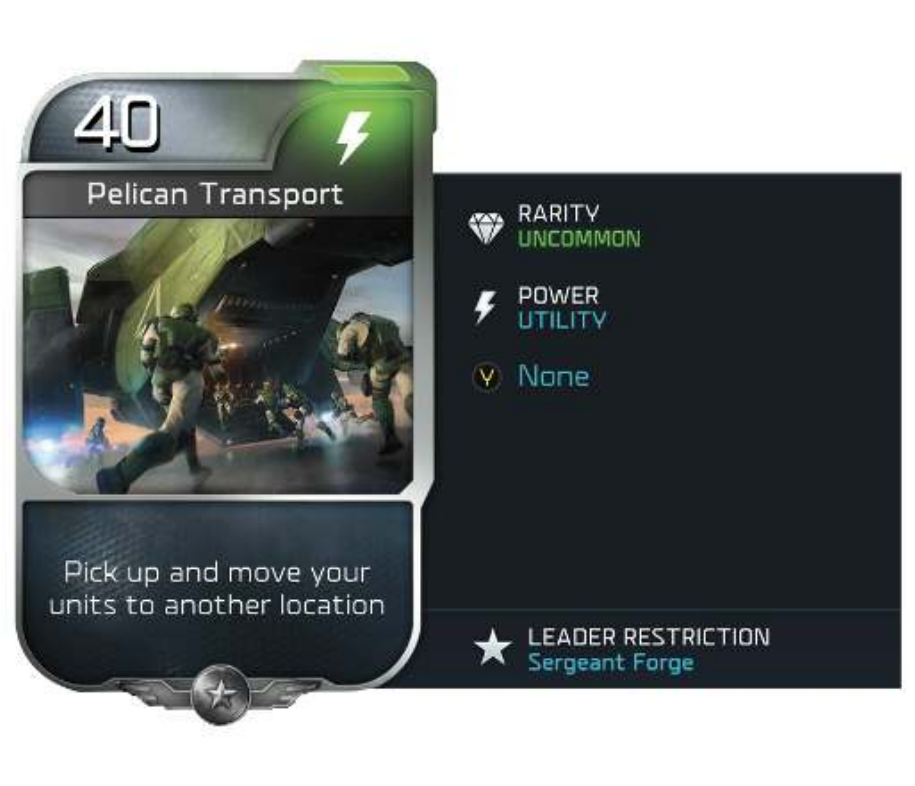
Support: This unit cannot attack and instead focuses on support or healing skills to boost your army.

ODST DROP


80
ODST Drop
Aim drop pods that crash to the ground and deploy ODST Infantry

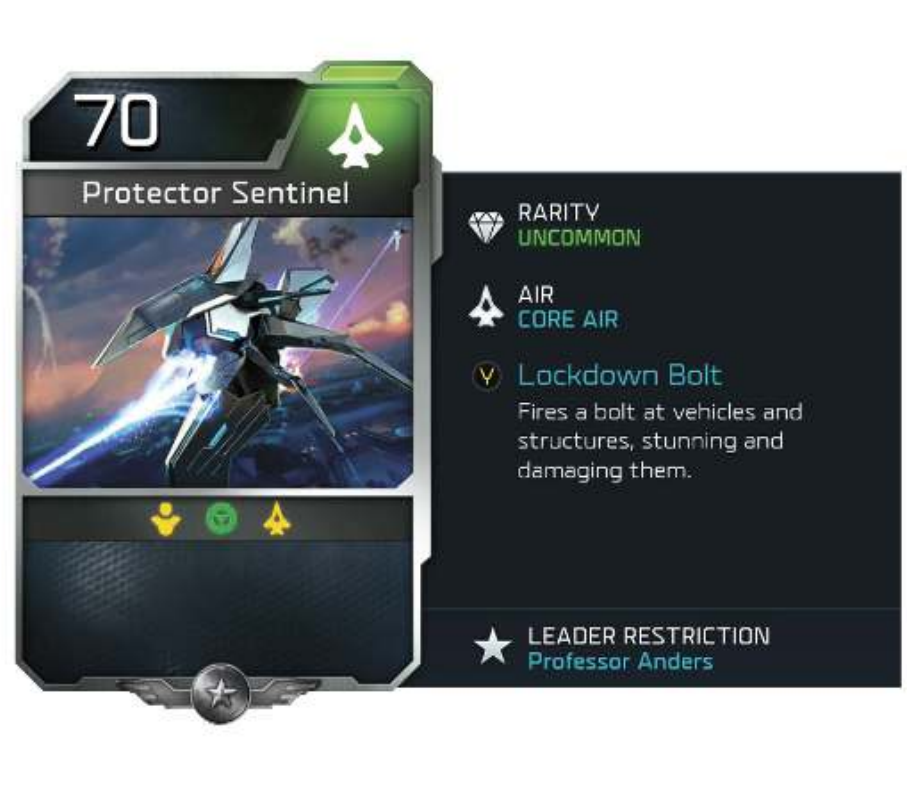
RARITY
UNCOMMON
POWER
DEPLOY
Demolition Charge
Throws a timed explosive that is especially effective against structures and garrisons.
LEADER RESTRICTION
Captain Cutter

PELICAN TRANSPORT


40
Pelican Transport
Pick up and move your units to another location

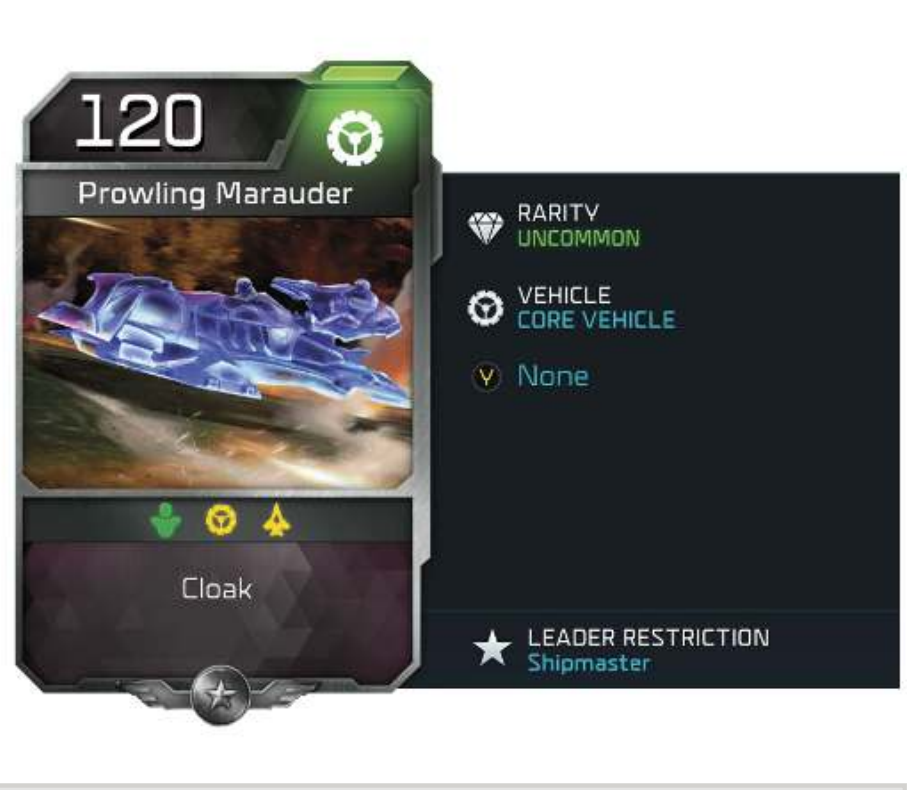
RARITY
UNCOMMON
POWER
UTILITY
None
LEADER RESTRICTION
Sergeant Forge

PROTECTOR SENTINEL


70
Protector Sentinel

RARITY
UNCOMMON
AIR
CORE AIR
Lockdown Bolt
Fires a bolt at vehicles and structures, stunning and damaging them.
LEADER RESTRICTION
Professor Anders

PROWLING MARAUDER

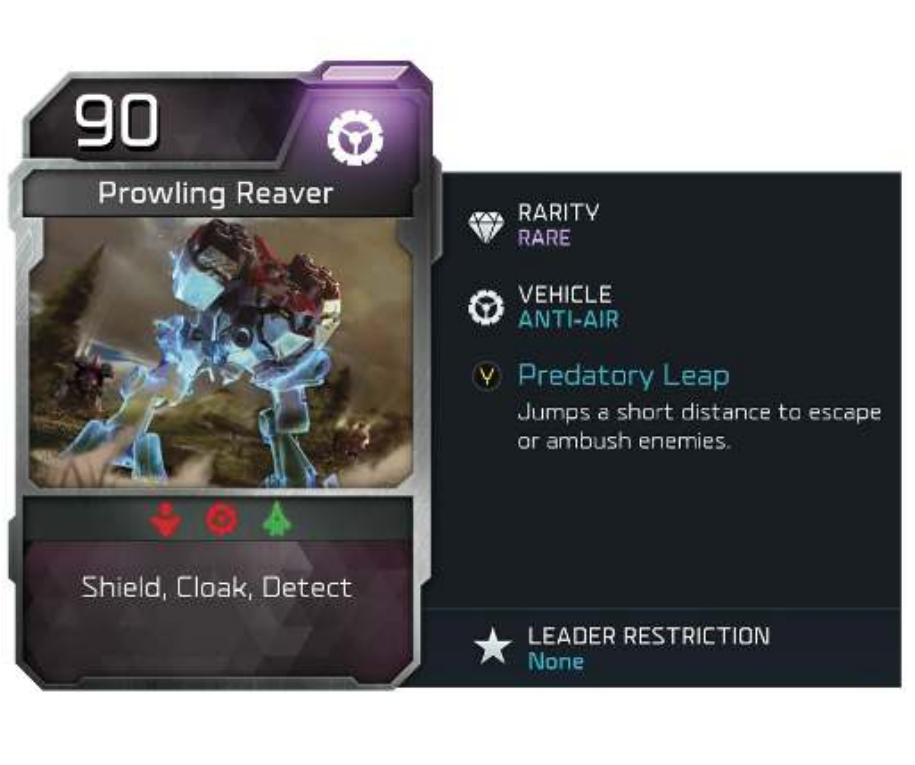

120
Prowling Marauder
Cloak

RARITY
UNCOMMON
VEHICLE
CORE VEHICLE
None
LEADER RESTRICTION
Shipmaster

KEYWORD NOTES: PROWLING MARAUDER

Cloak: This unit deploys invisibly, able to move and attack without revealing itself for the first 90 seconds.

PROWLING REAVER


90
Prowling Reaver
Shield, Cloak, Detect

RARITY
RARE
VEHICLE
ANTI-AIR
Predatory Leap
Jumps a short distance to escape or ambush enemies.
LEADER RESTRICTION
None

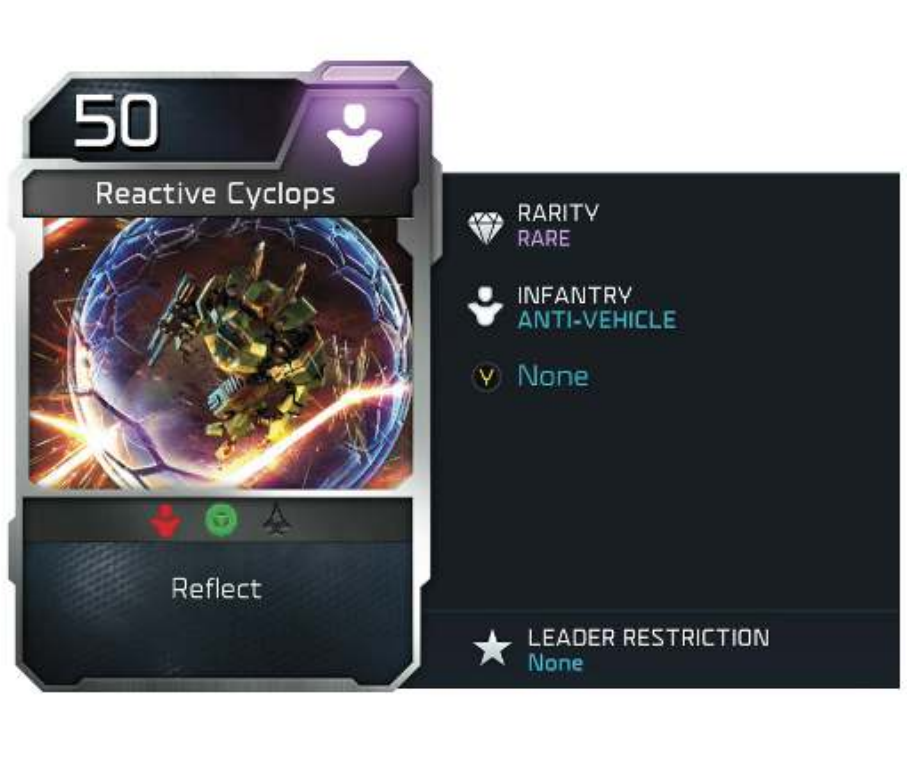
KEYWORD NOTES: PROWLING REAVER

Shield: This unit has energy-shield protection that absorbs damage and regenerates when out of combat.

Cloak: This unit deploys invisibly, able to move and attack without revealing itself for the first 90 seconds.

Detect: This unit detects and reveals nearby cloaked enemies.

REACTIVE CYCLOPS

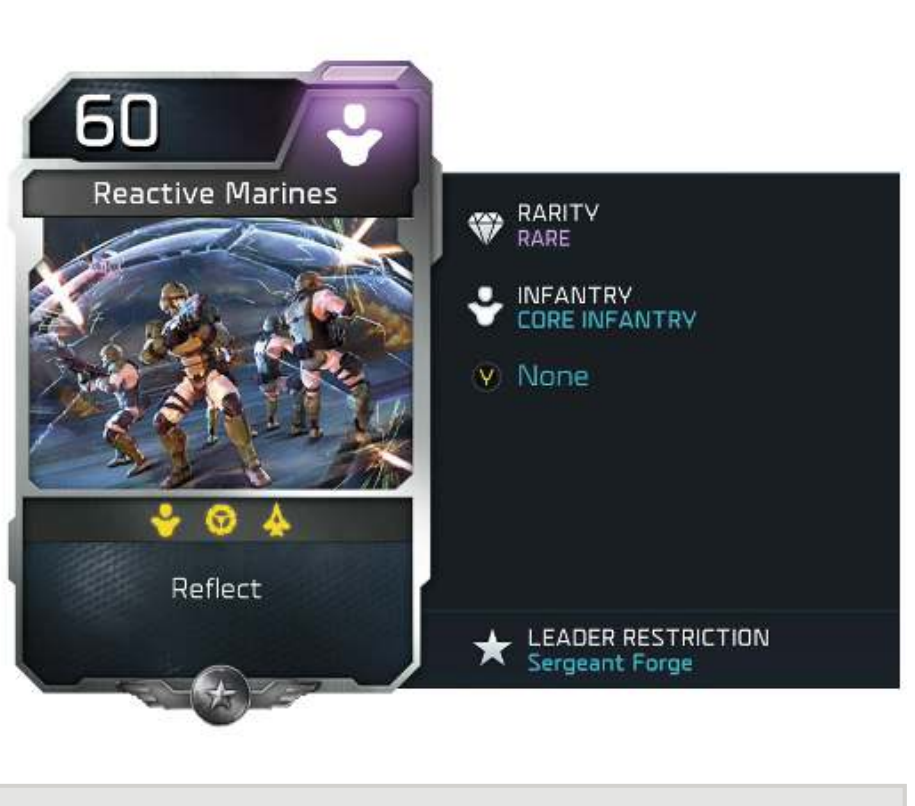

50
Reactive Cyclops
Reflect

RARITY
RARE
INFANTRY
ANTI-VEHICLE
None
LEADER RESTRICTION
None

KEYWORD NOTES: REACTIVE CYCLOPS

Reflect: Half of the damage this unit takes is automatically dealt back to an enemy attacker.

REACTIVE MARINES

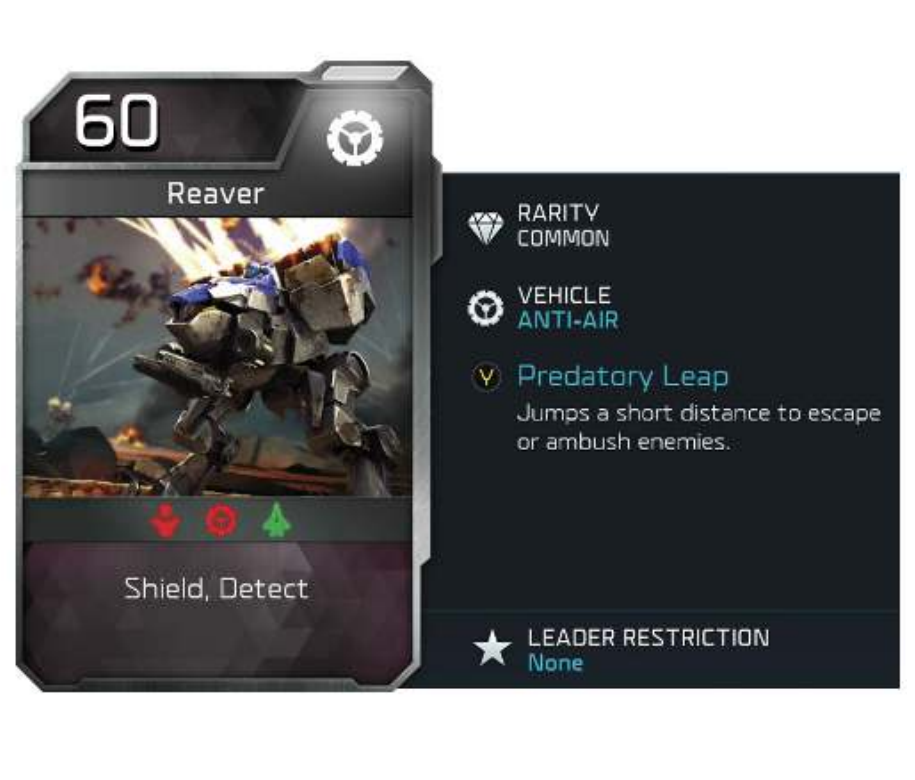

60
Reactive Marines
Reflect

RARITY
RARE
INFANTRY
CORE INFANTRY
None
LEADER RESTRICTION
Sergeant Forge

KEYWORD NOTES: REACTIVE MARINES

Reflect: Half of the damage this unit takes is automatically dealt back to an enemy attacker.

REAVER


60
Reaver
Shield, Detect

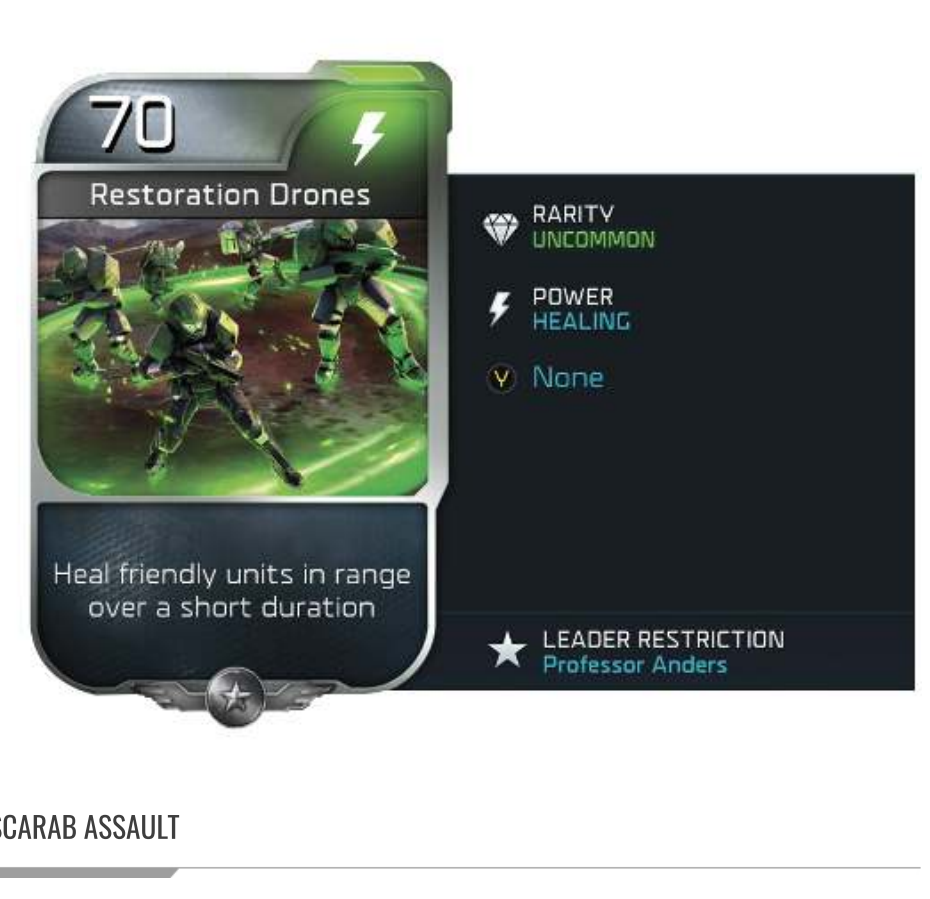
RARITY
COMMON
VEHICLE
ANTI-AIR
Predatory Leap
Jumps a short distance to escape or ambush enemies.
LEADER RESTRICTION
None

KEYWORD NOTES: REAVER

Shield: This unit has energy-shield protection that absorbs damage and regenerates when out of combat.

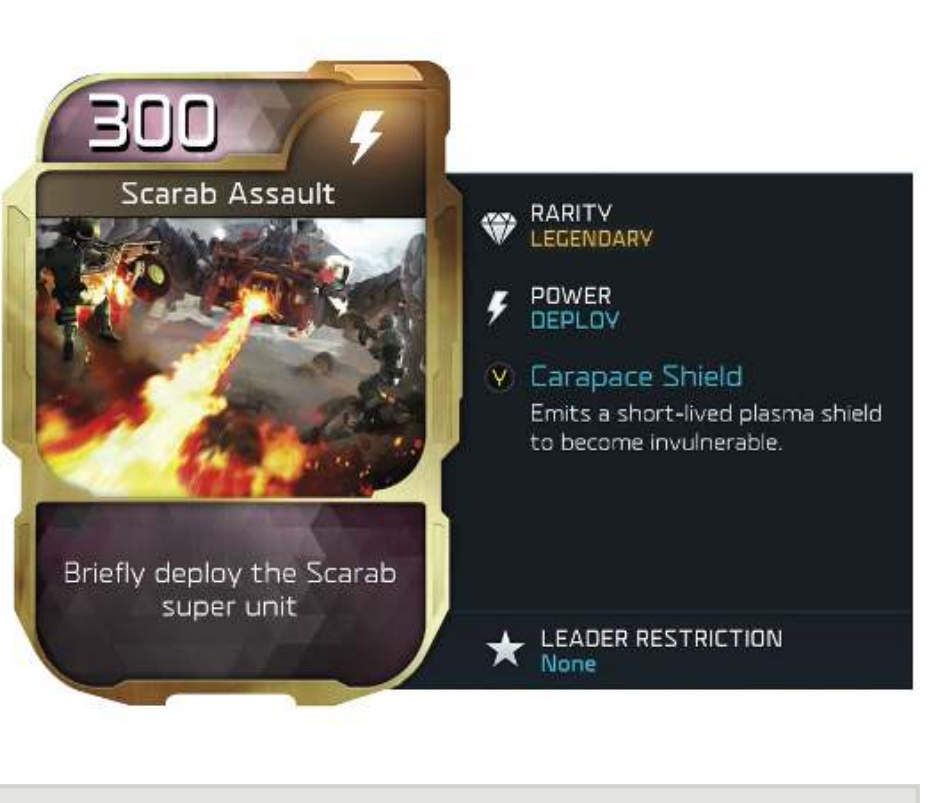
Detect: This unit detects and reveals nearby cloaked enemies.

RESTORATION DRONES


70
Restoration Drones
Heal friendly units in range over a short duration

RARITY
UNCOMMON
POWER
HEALING
None
LEADER RESTRICTION
Professor Anders

SCARAB ASSAULT

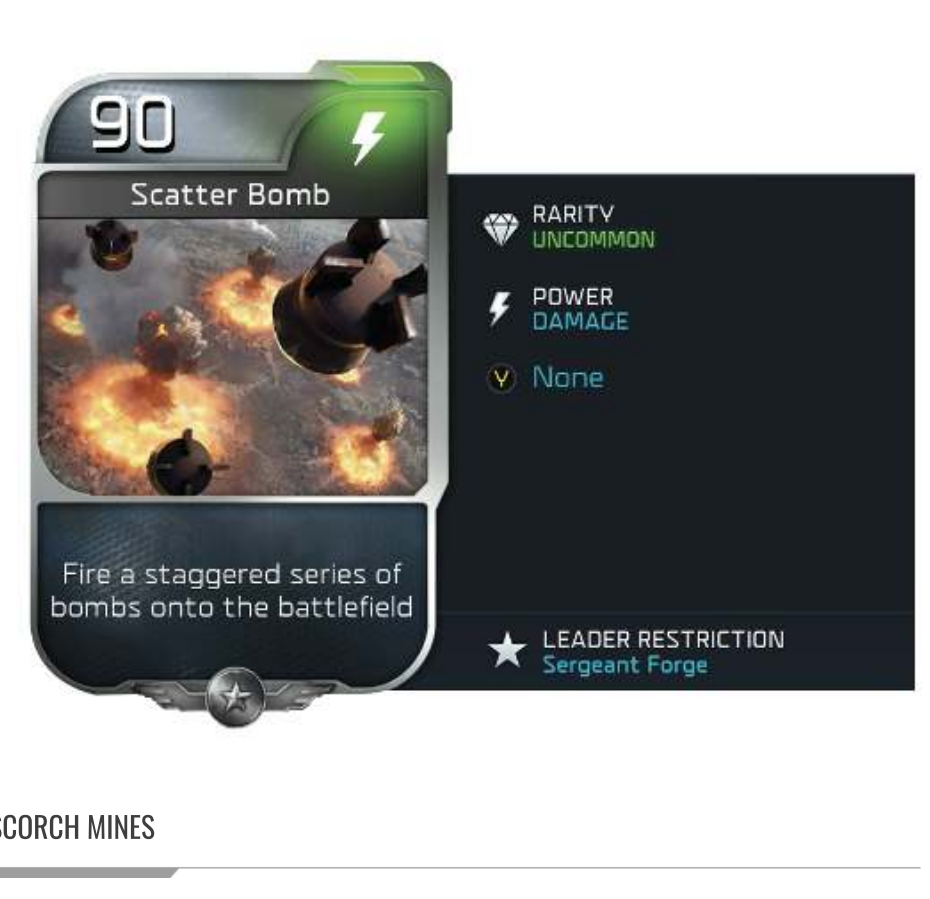

300
Scarab Assault
Briefly deploy the Scarab super unit

RARITY
LEGENDARY
POWER
DEPLOY
Carapace Shield
Emits a short-lived plasma shield to become invulnerable.
LEADER RESTRICTION
None

KEYWORD NOTES: SCARAB ASSAULT

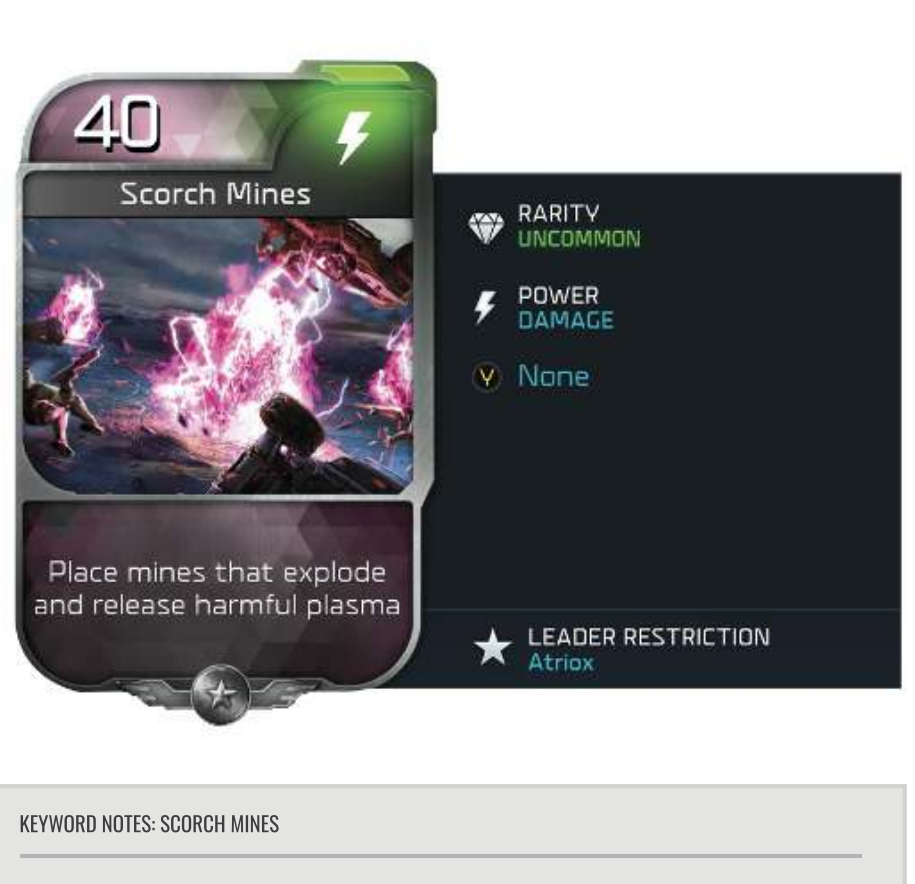
Rush: This unit ignores fatigue when deployed, charging into battle at full strength.

SCATTER BOMB


90
Scatter Bomb
Fire a staggered series of bombs onto the battlefield

RARITY
UNCOMMON
POWER
DAMAGE
None
LEADER RESTRICTION
Sergeant Forge

SCORCH MINES

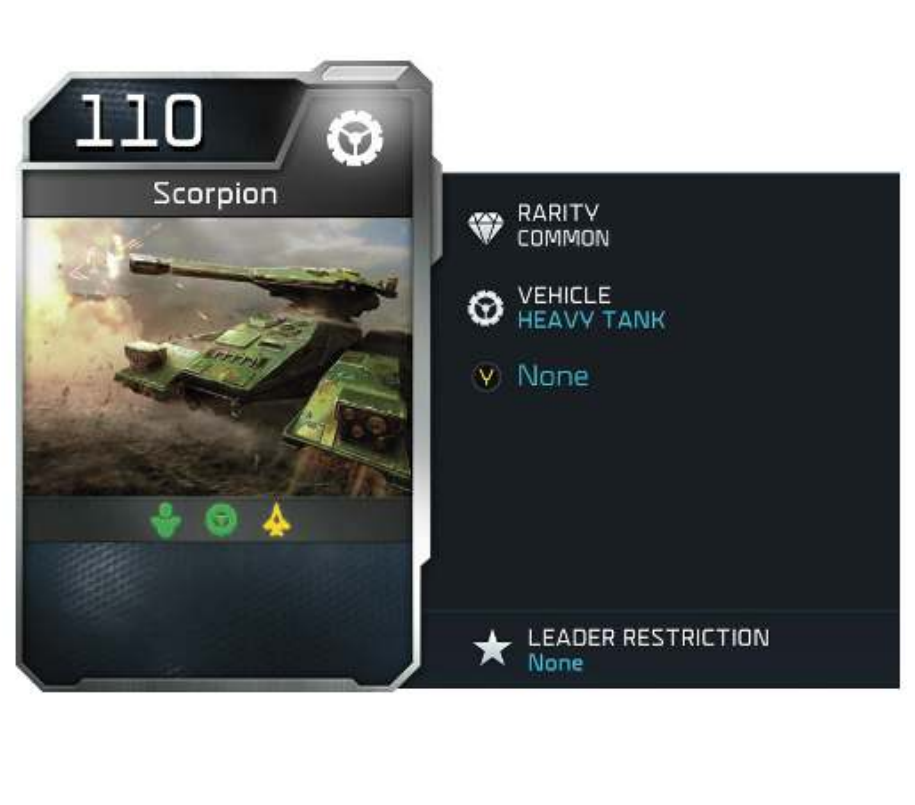

40
Scorch Mines
Place mines that explode and release harmful plasma

RARITY
UNCOMMON
POWER
DAMAGE
None
LEADER RESTRICTION
Atriox

KEYWORD NOTES: SCORCH MINES

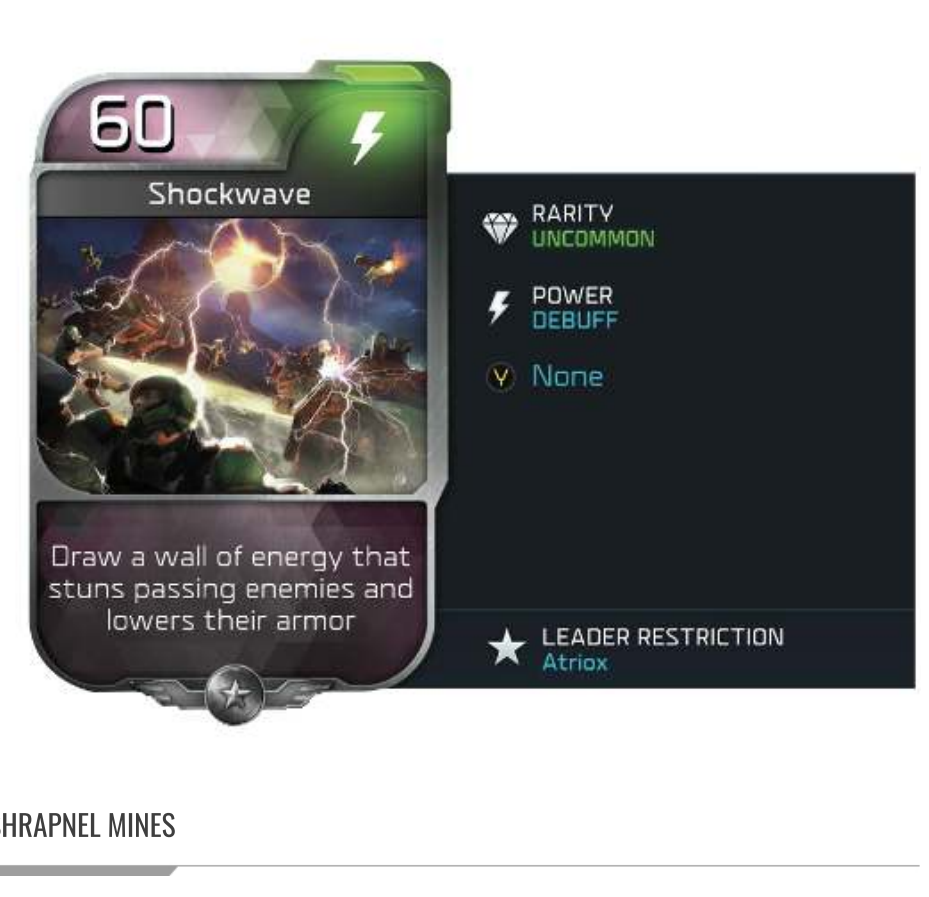
Cloak: This unit deploys invisibly, able to move and attack without revealing itself for the first 90 seconds.

SCORPION


110
Scorpion

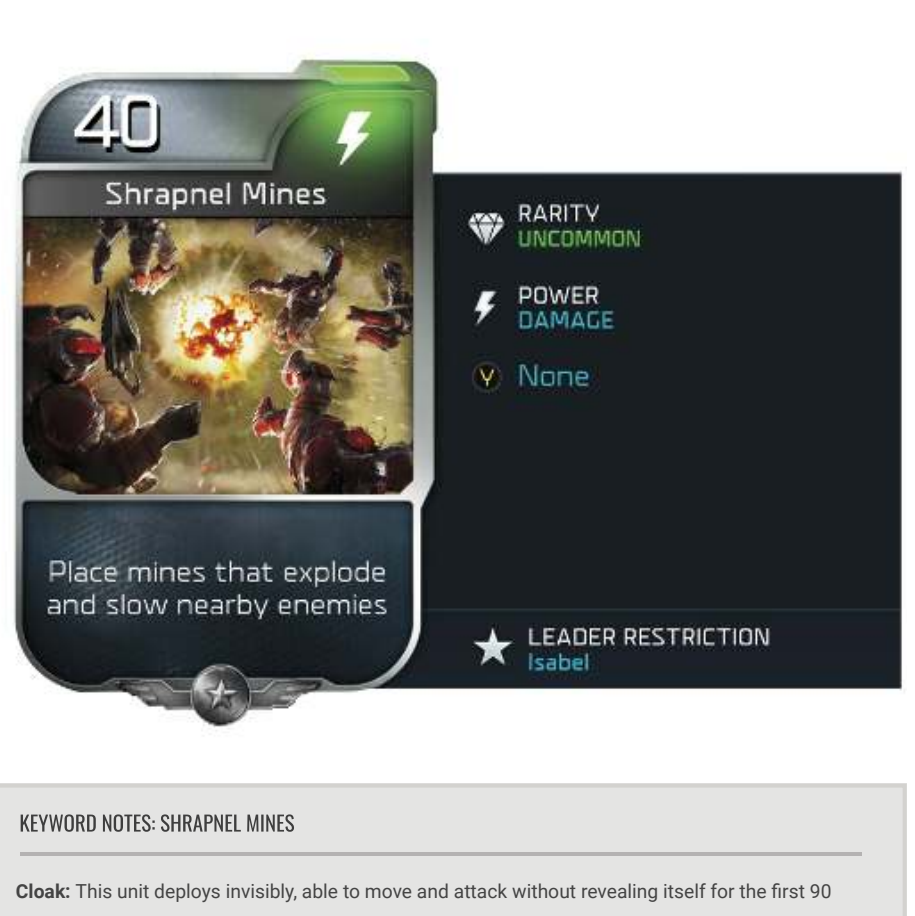
RARITY
COMMON
VEHICLE
HEAVY TANK
None
LEADER RESTRICTION
None

SHOCKWAVE


60
Shockwave
Draw a wall of energy that stuns passing enemies and lowers their armor

RARITY
UNCOMMON
POWER
DEBUFF
None
LEADER RESTRICTION
Atriox

SHRAPNEL MINES

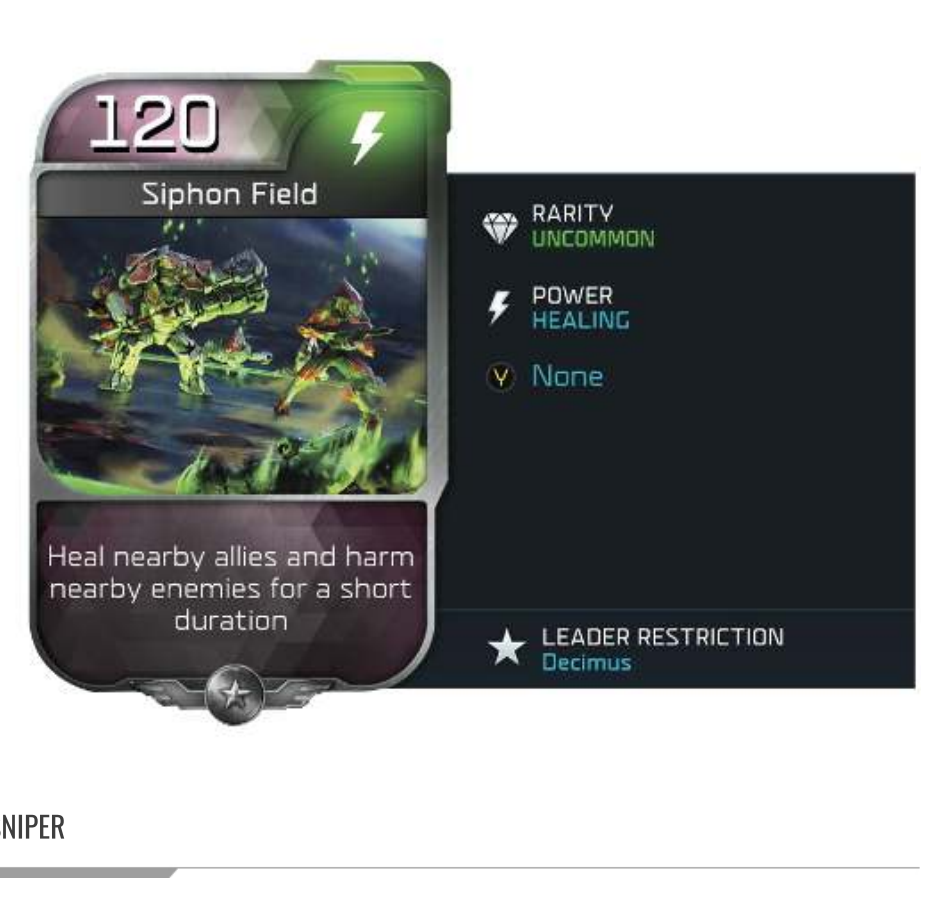

40
Shrapnel Mines
Place mines that explode and slow nearby enemies

RARITY
UNCOMMON
POWER
DAMAGE
None
LEADER RESTRICTION
Isabel

KEYWORD NOTES: SHRAPNEL MINES

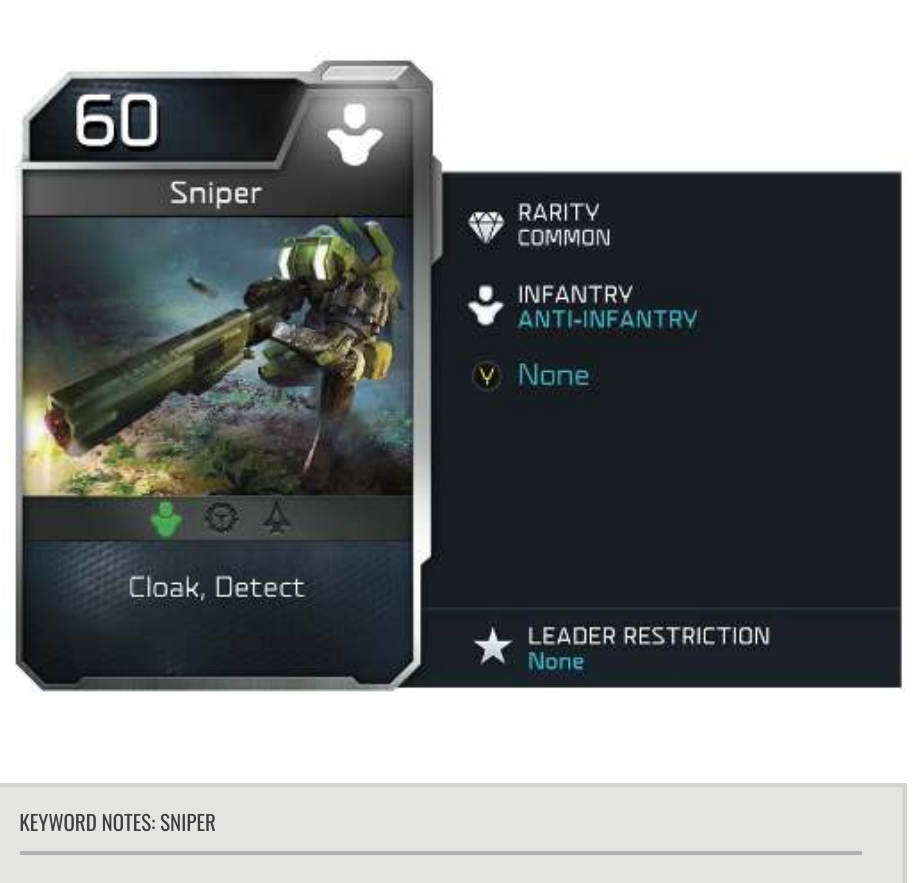
Cloak: This unit deploys invisibly, able to move and attack without revealing itself for the first 90 seconds.

SIPHON FIELD


120
Siphon Field
Heal nearby allies and harm nearby enemies for a short duration

RARITY
UNCOMMON
POWER
HEALING
None
LEADER RESTRICTION
Decimus

SNIPER


60
Sniper
Cloak, Detect

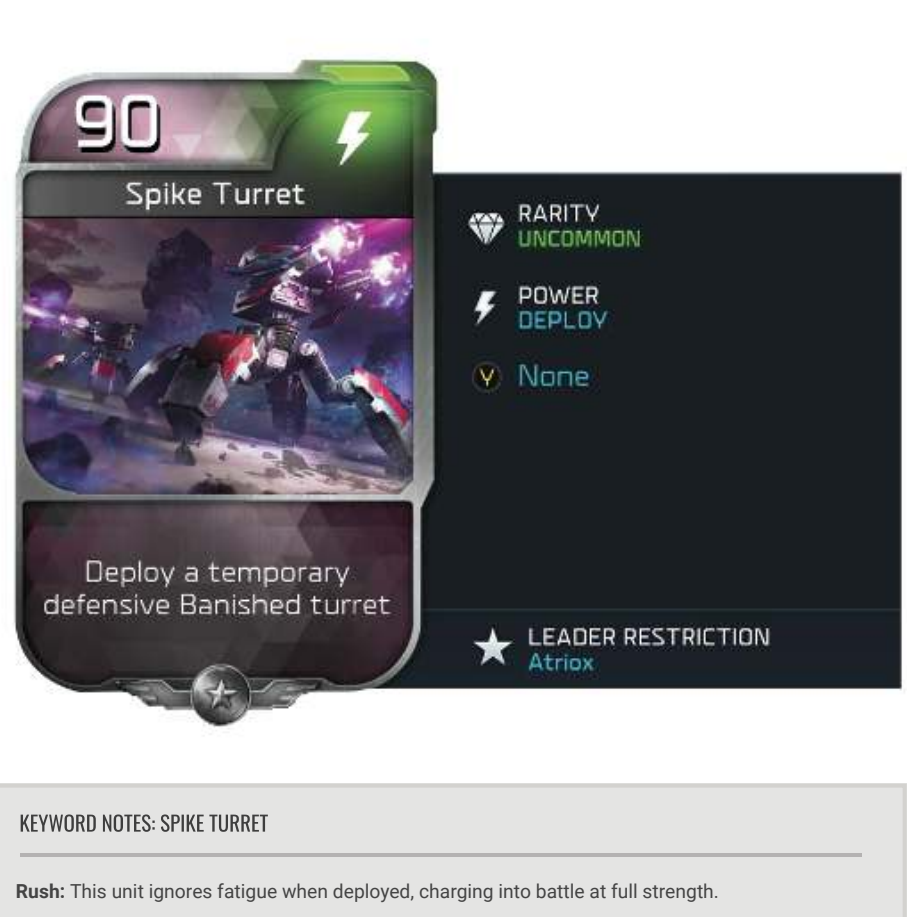
RARITY
COMMON
INFANTRY
ANTI-INFANTRY
None
LEADER RESTRICTION
None

KEYWORD NOTES: SNIPER

Cloak: This unit deploys invisibly, able to move and attack without revealing itself for the first 90 seconds.

Detect: This unit detects and reveals nearby cloaked enemies.

SPIKE TURRET

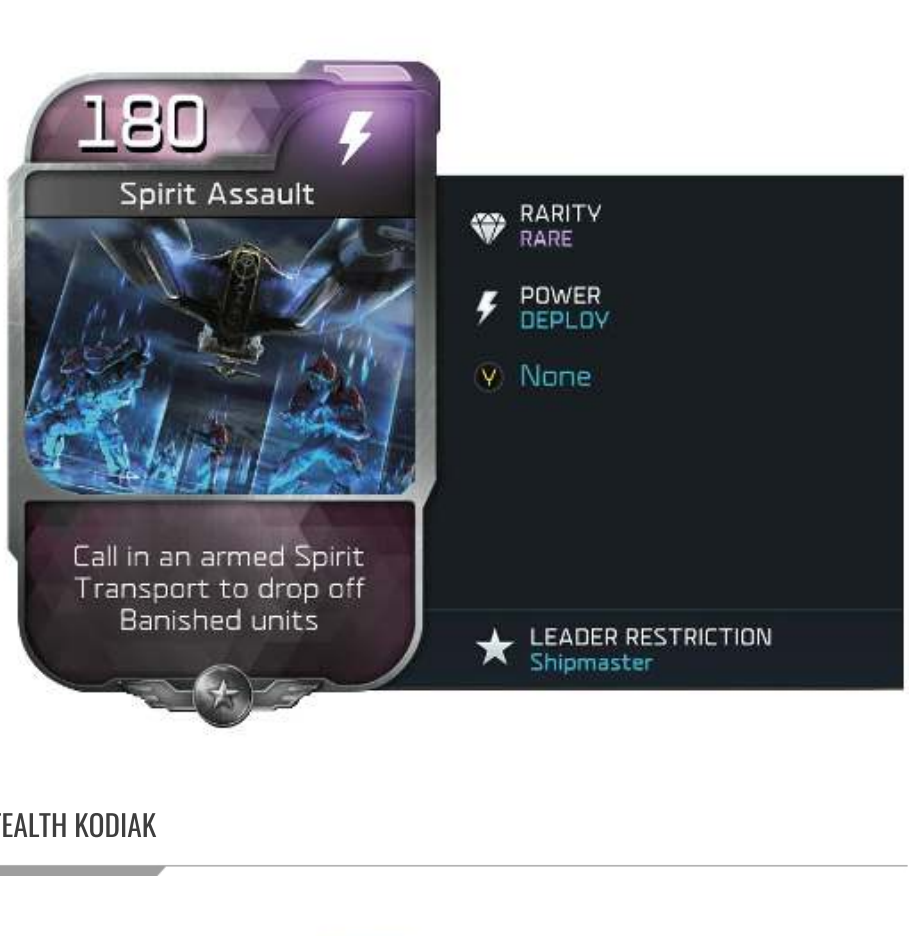

90
Spike Turret
Deploy a temporary defensive Banished turret

RARITY
UNCOMMON
POWER
DEPLOY
None
LEADER RESTRICTION
Atriox

KEYWORD NOTES: SPIKE TURRET

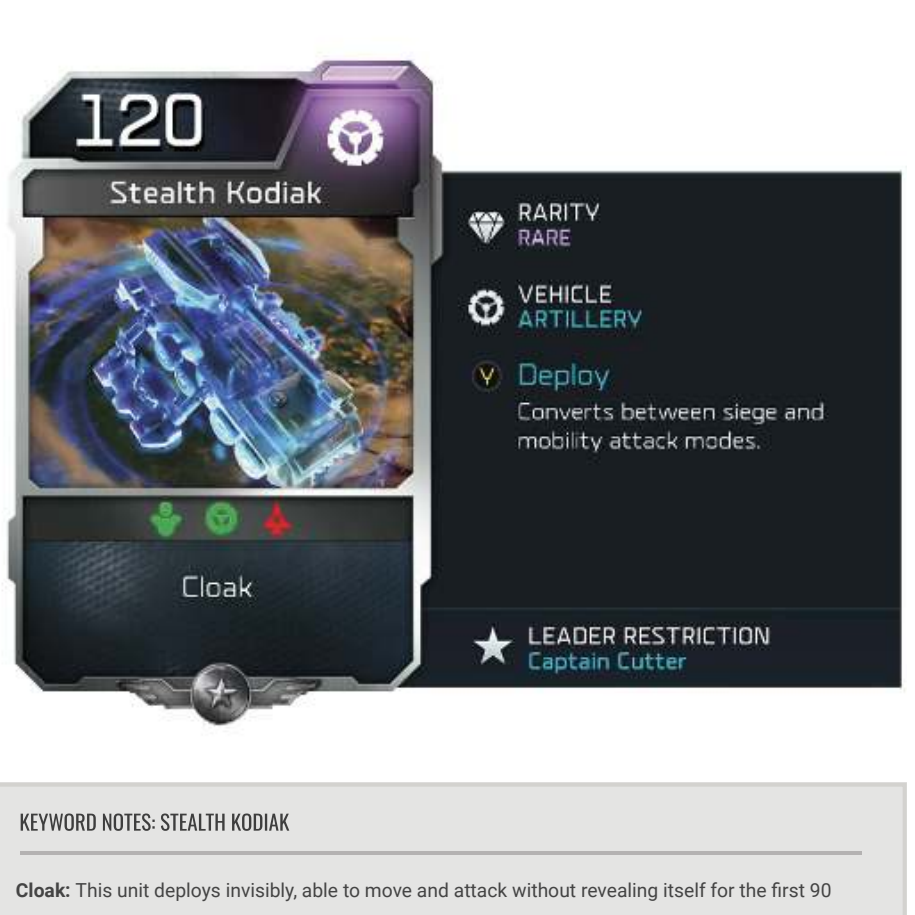
Rush: This unit ignores fatigue when deployed, charging into battle at full strength.

SPIRIT ASSAULT


180
Spirit Assault
Call in an armed Spirit Transport to drop off Banished units

RARITY
RARE
POWER
DEPLOY
None
LEADER RESTRICTION
Shipmaster

STEALTH KODIAK

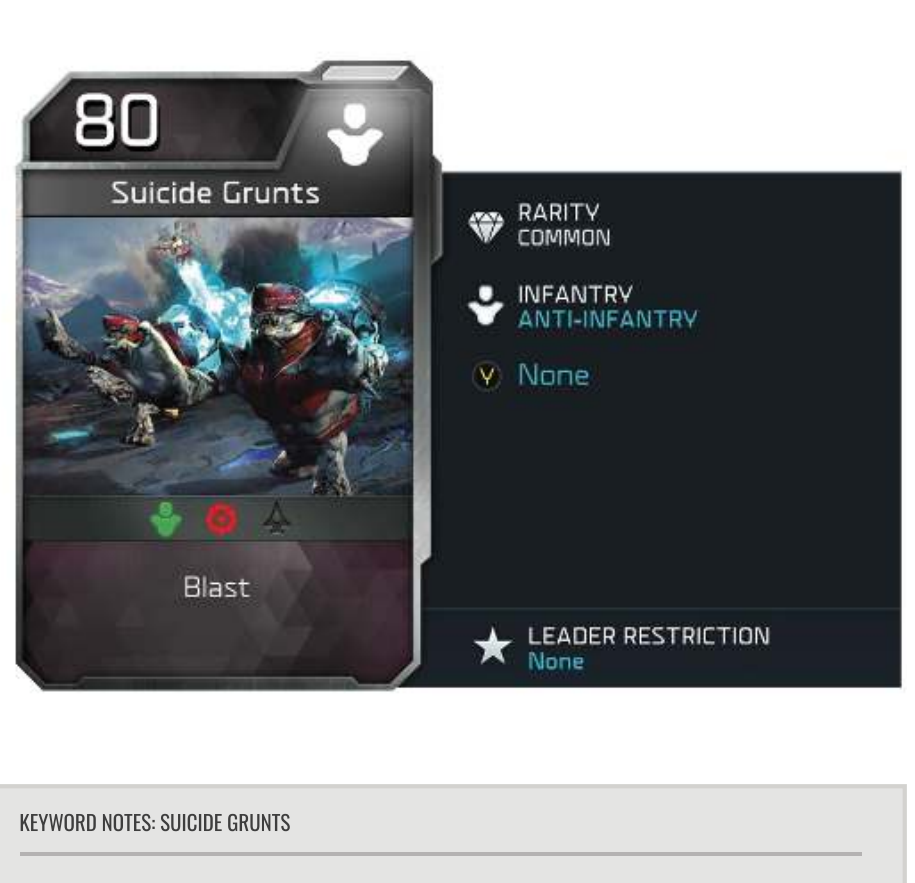

120
Stealth Kodiak
Cloak

RARITY
RARE
VEHICLE
ARTILLERY
Deploy
Converts between siege and mobility attack modes.
LEADER RESTRICTION
Captain Cutter

KEYWORD NOTES: STEALTH KODIAK

Cloak: This unit deploys invisibly, able to move and attack without revealing itself for the first 90 seconds.

SUICIDE GRUNTS


80
Suicide Grunts
Blast

RARITY
COMMON
INFANTRY
ANTI-INFANTRY
None
LEADER RESTRICTION
None

KEYWORD NOTES: SUICIDE GRUNTS

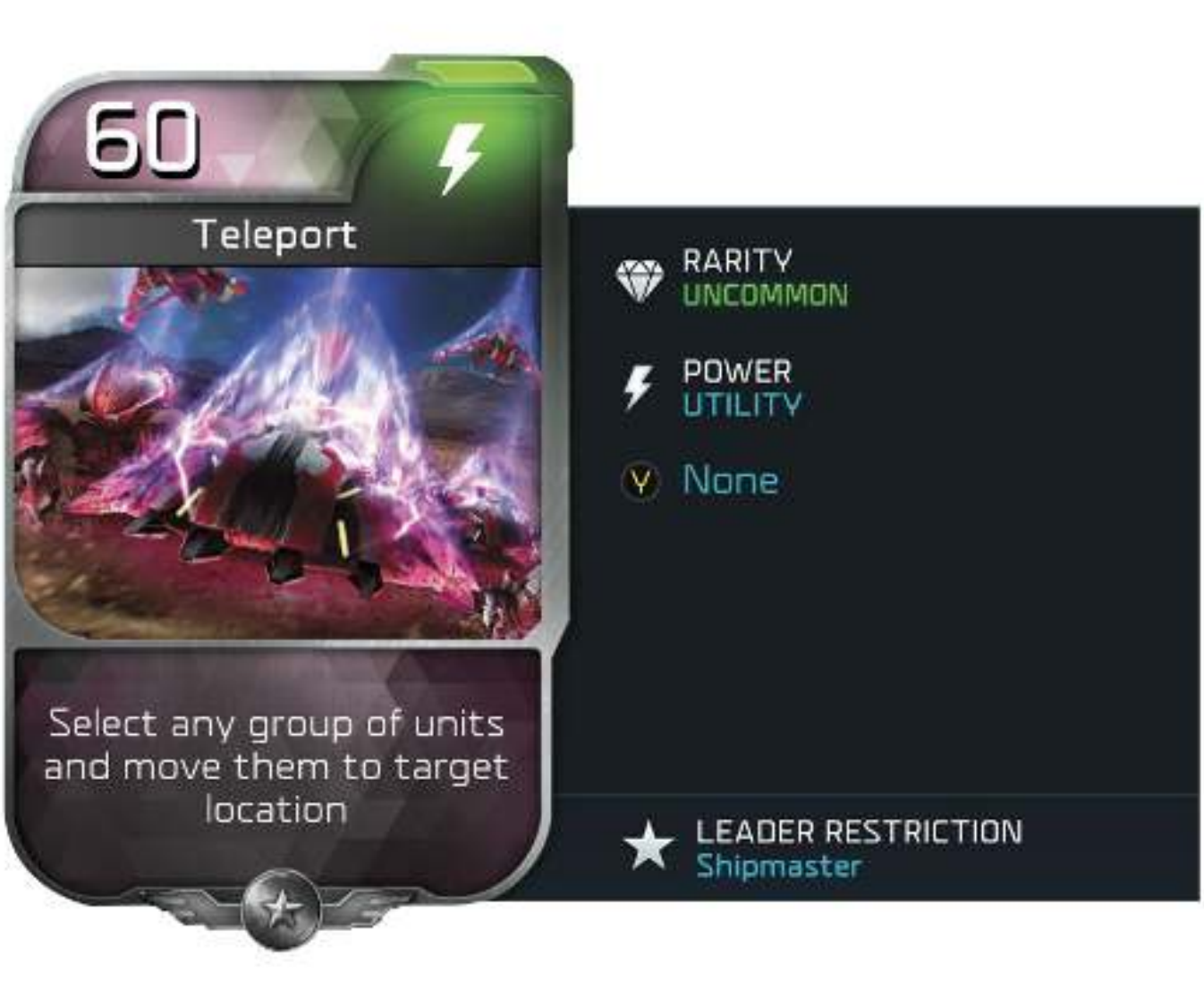
Blast: This unit explodes violently upon death, damaging enemy troops in its radius.

HALO WARS 2

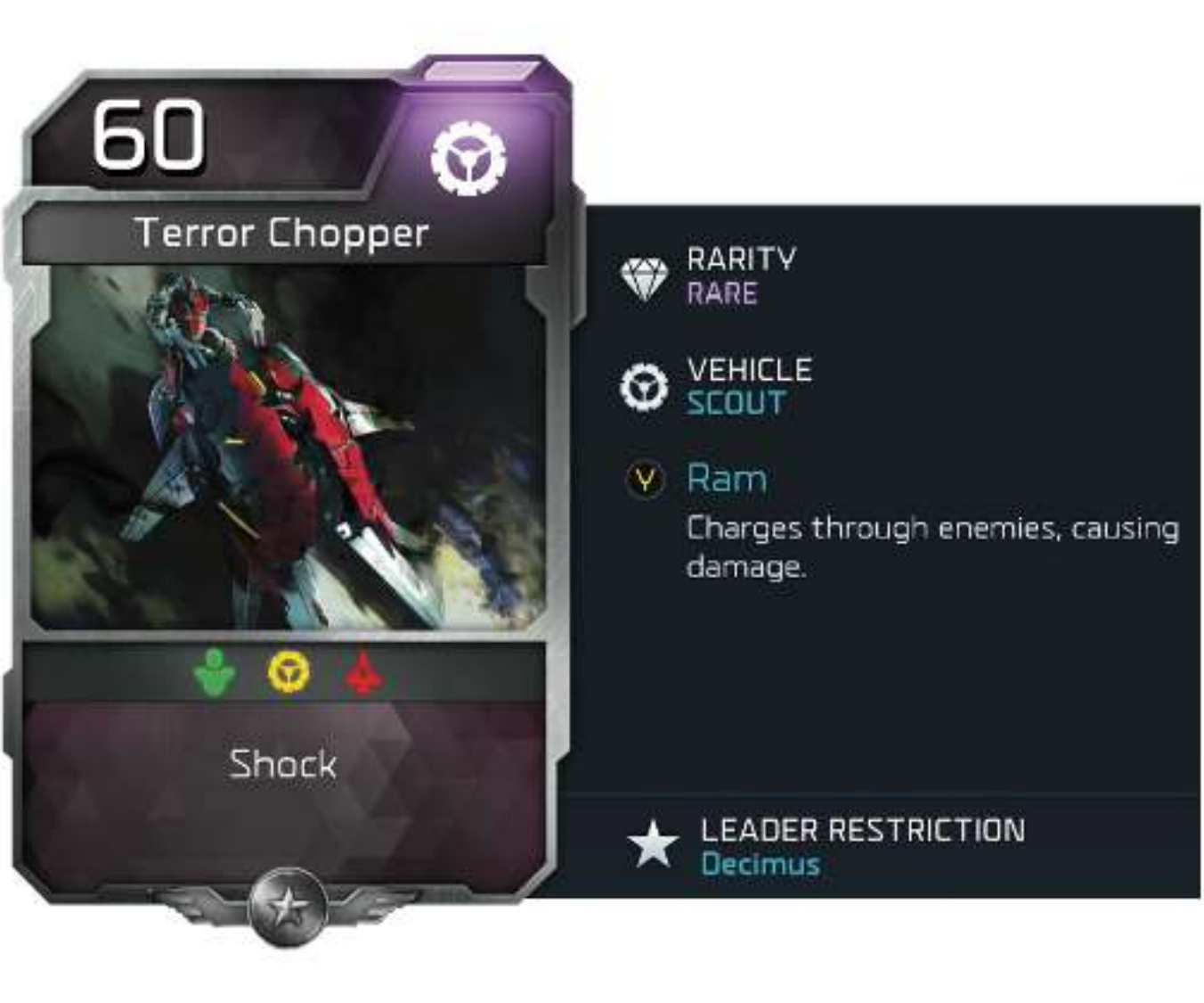
Blitz Card Gallery

Blitz Cards: T-Z

TELEPORT


60
Teleport
Select any group of units and move them to target location
RARITY
UNCOMMON
POWER
UTILITY
None
LEADER RESTRICTION
Shipmaster

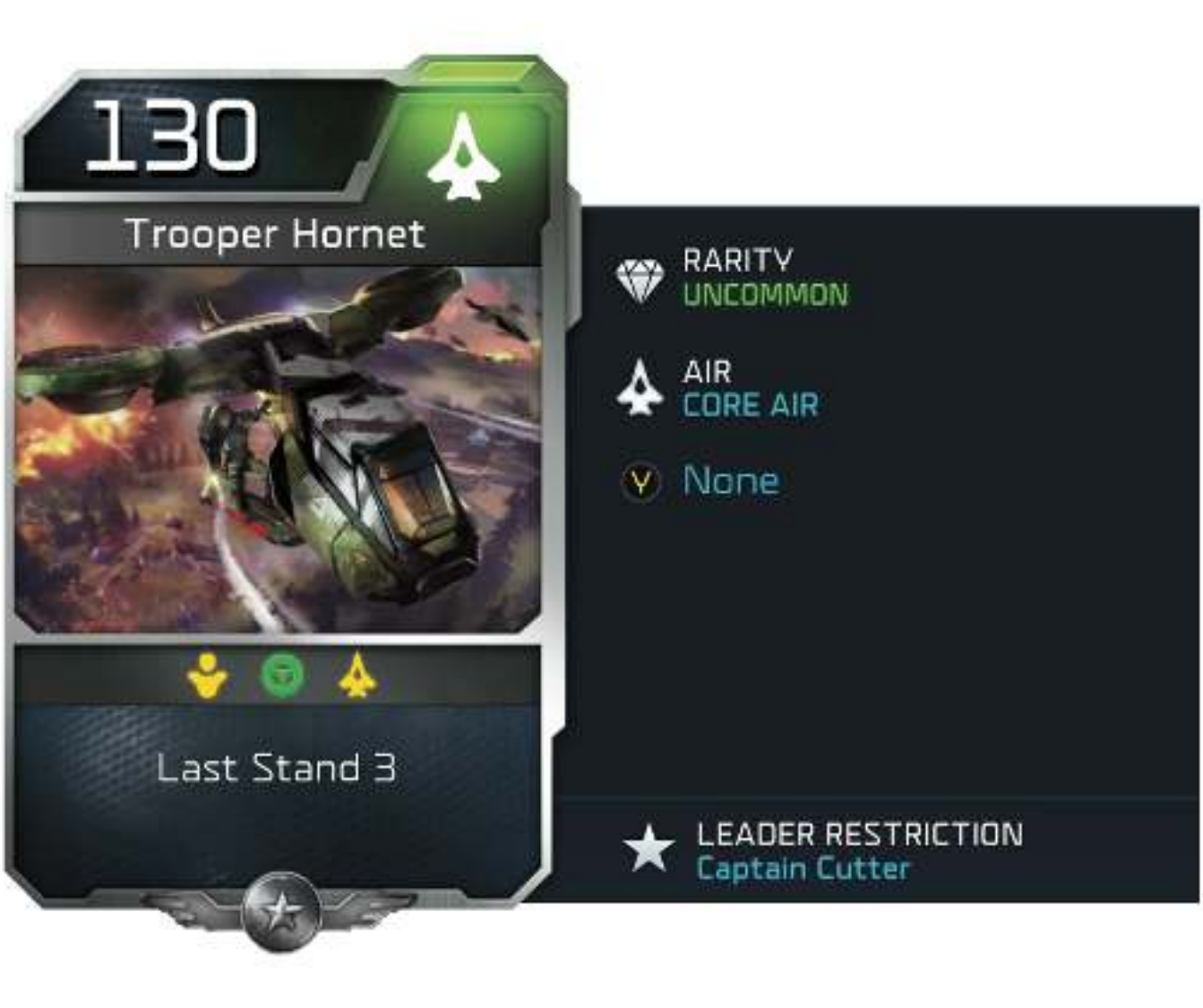
TERROR CHOPPER


60
Terror Chopper
Shock
RARITY
RARE
VEHICLE
SCOUT
Ram
Charges through enemies, causing damage.
LEADER RESTRICTION
Decimus

KEYWORD NOTES: TERROR CHOPPER

Shock: This unit intimidates nearby enemy troops, significantly reducing their armor.

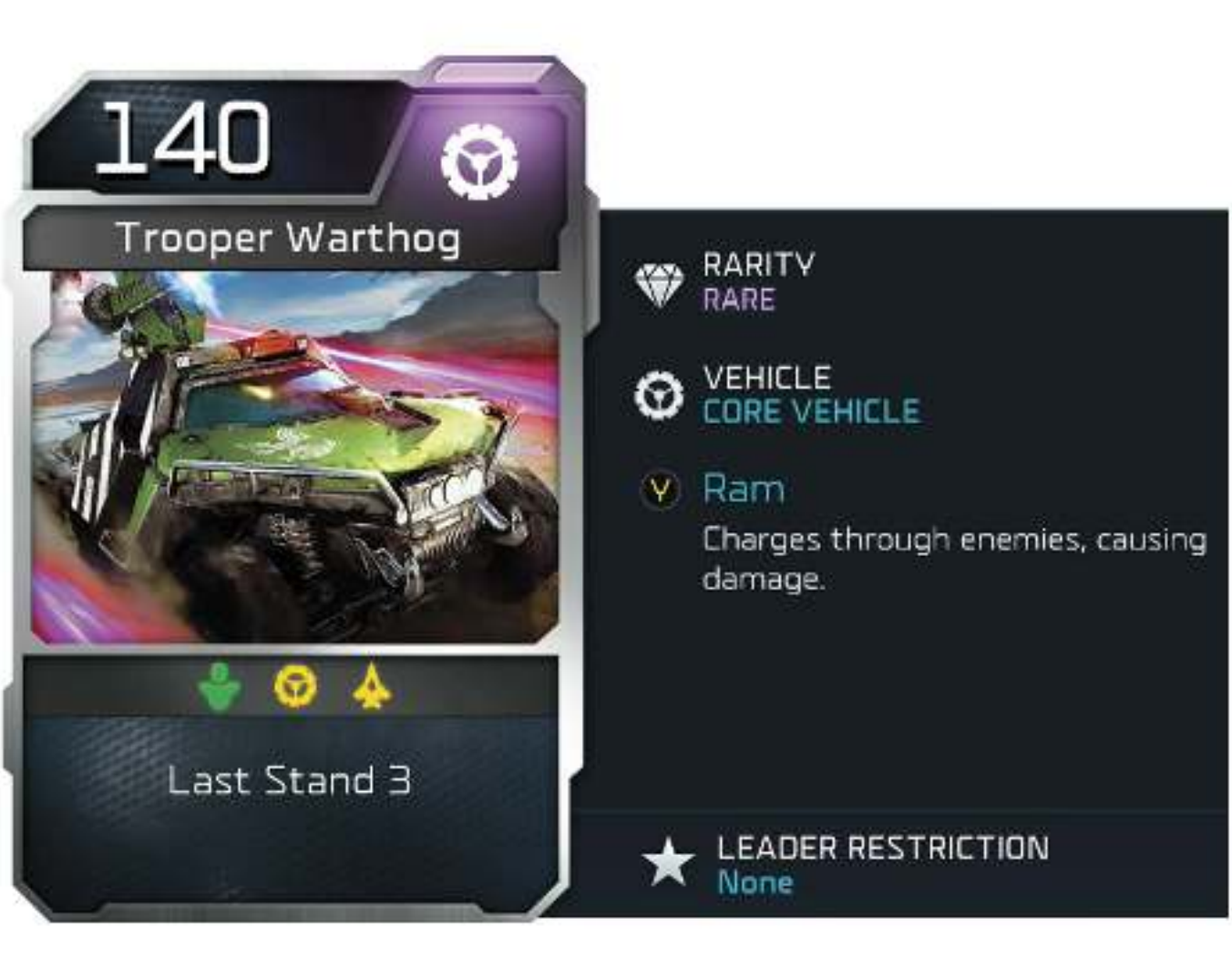
TROOPER HORNET


130
Trooper Hornet
Last Stand 3
RARITY
UNCOMMON
AIR
CORE AIR
None
LEADER RESTRICTION
Captain Cutter

KEYWORD NOTES: TROOPER HORNET

Last Stand: When this unit falls in battle, a number of infantry troops jump out to continue the fight.

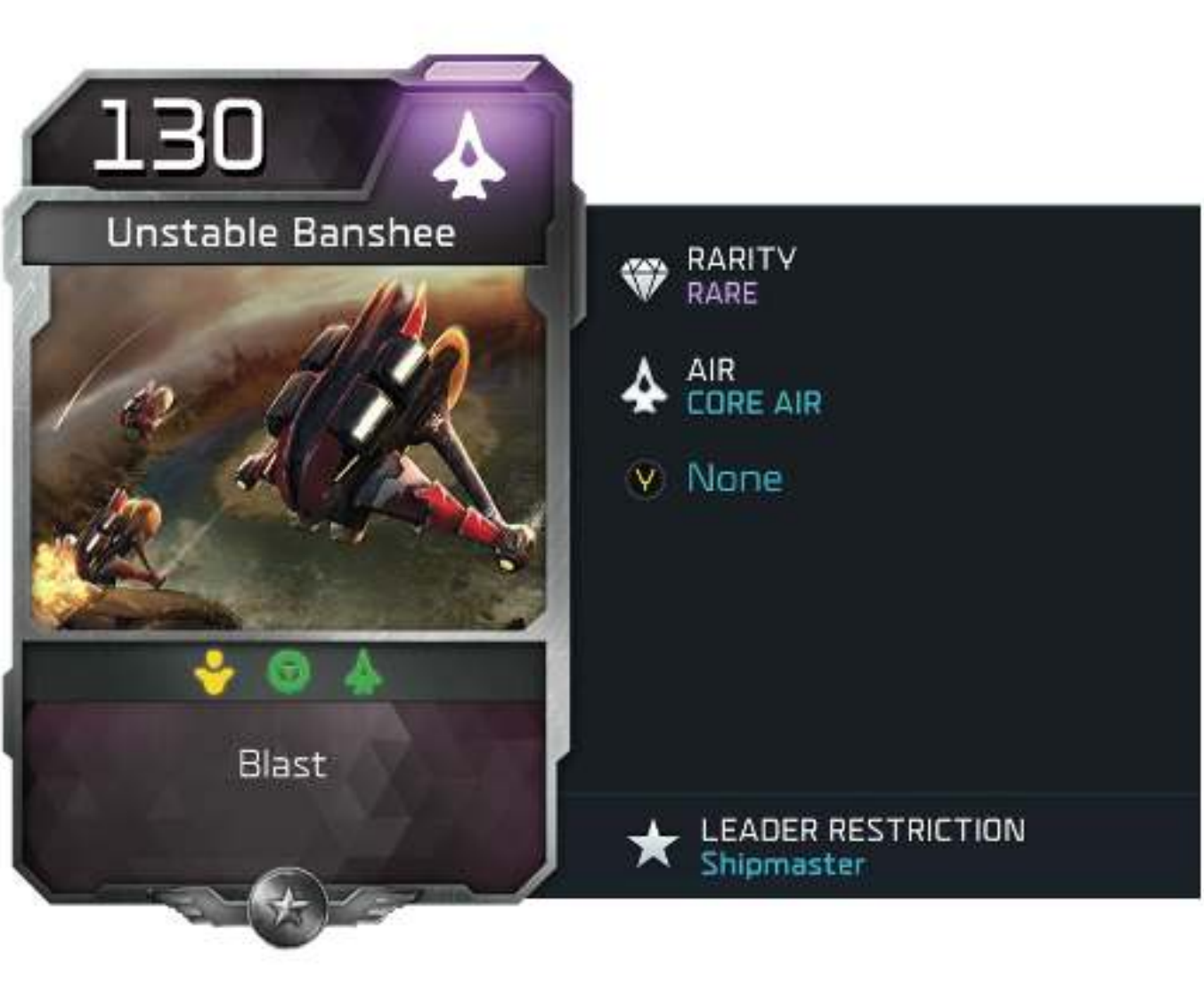
TROPPER WARTHOG


140
Trooper Warthog
Last Stand 3
RARITY
RARE
VEHICLE
CORE VEHICLE
Ram
Charges through enemies, causing damage.
LEADER RESTRICTION
None

KEYWORD NOTES: TROOPER WARTHOG

Last Stand: When this unit falls in battle, a number of infantry troops jump out to continue the fight.

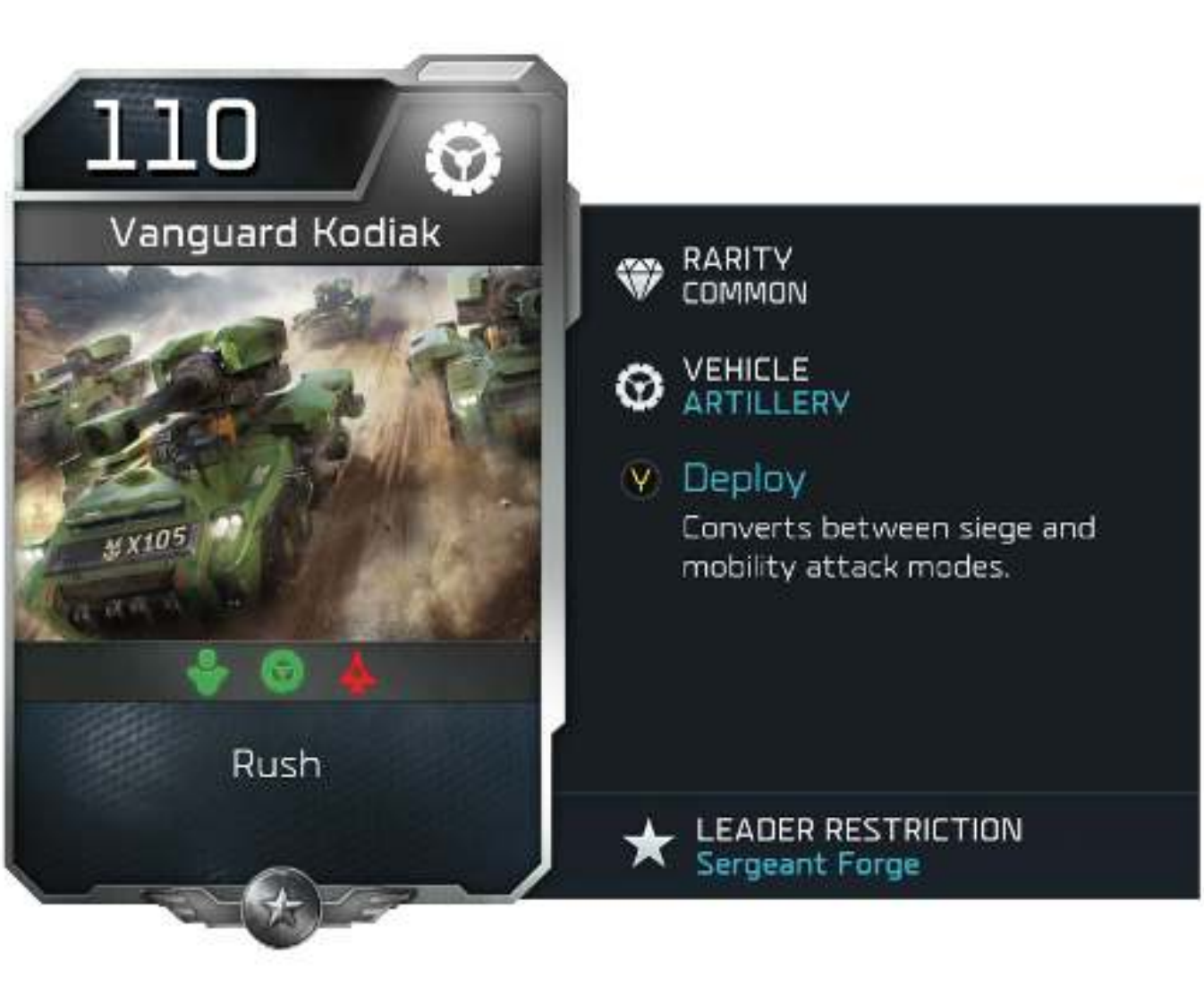
UNSTABLE BANSHEE


130
Unstable Banshee
Blast
RARITY
RARE
AIR
CORE AIR
None
LEADER RESTRICTION
Shipmaster

KEYWORD NOTES: UNSTABLE BANSHEE

Blast: This unit explodes violently upon death, damaging enemy troops in its radius.

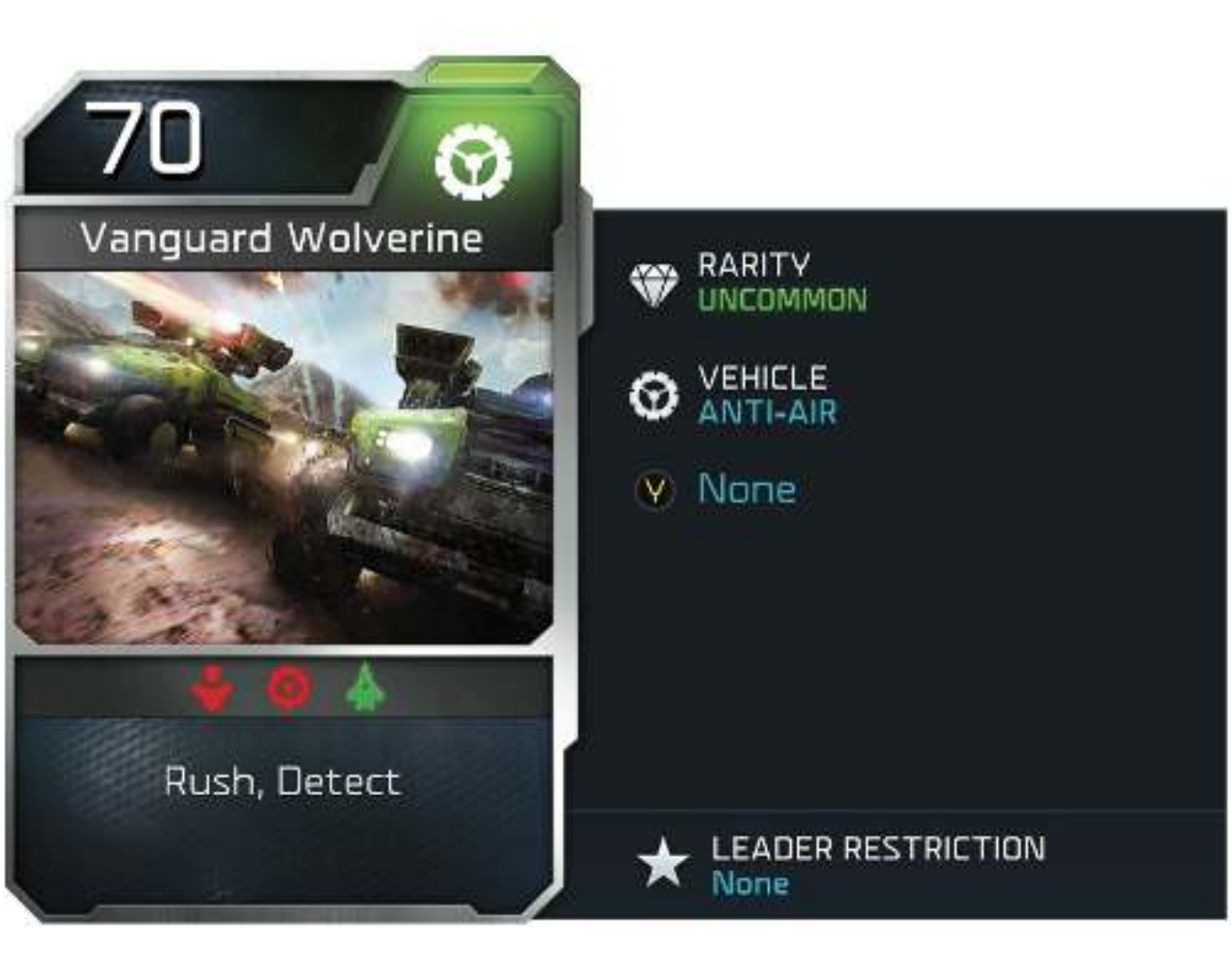
VANGUARD KODIAK


110
Vanguard Kodiak
Rush
RARITY
COMMON
VEHICLE
ARTILLERY
Deploy
Converts between siege and mobility attack modes.
LEADER RESTRICTION
Sergeant Forge

KEYWORD NOTES: VANGUARD KODIAK

Rush: This unit ignores fatigue when deployed, charging into battle at full strength.

VANGUARD WOLVERINE

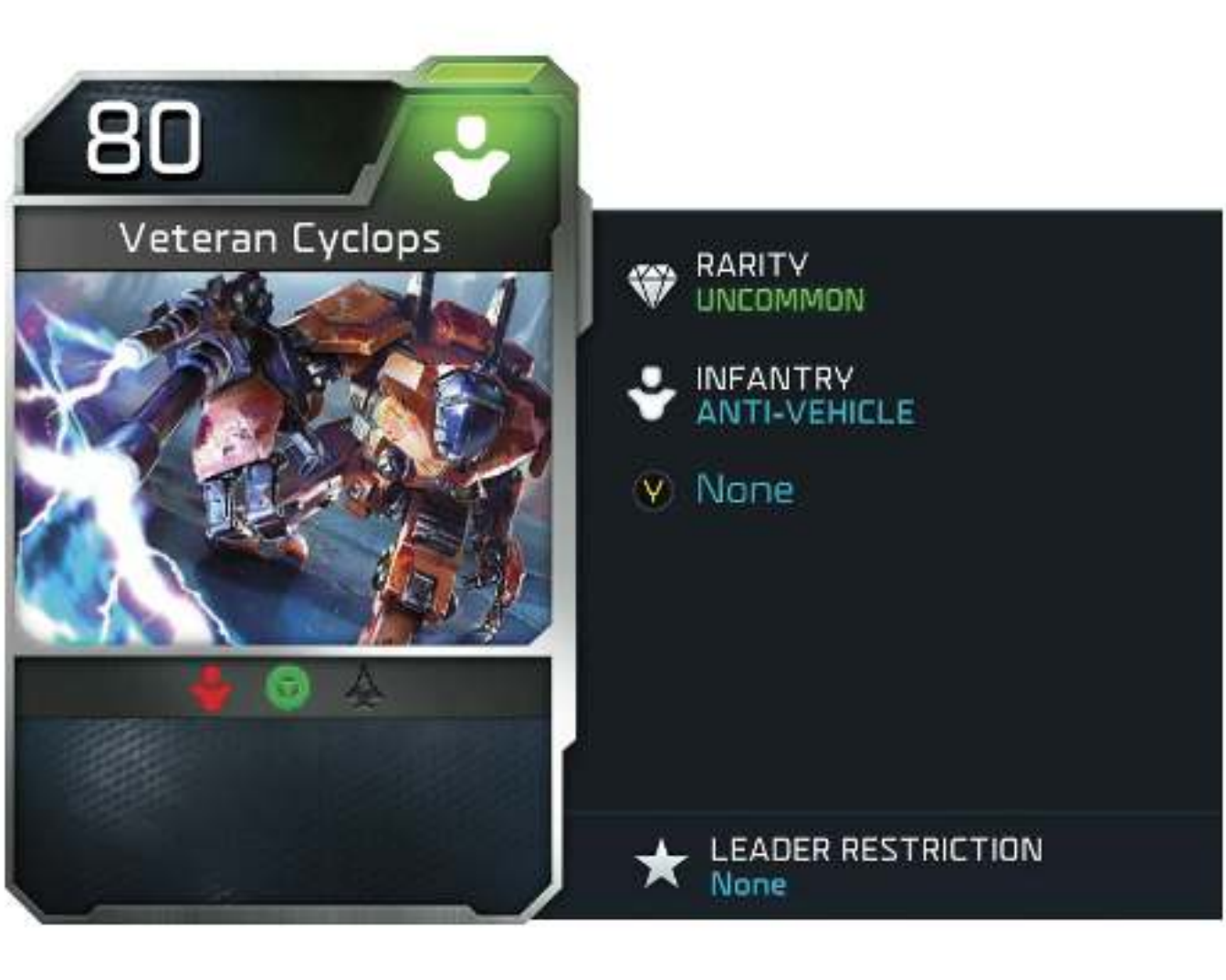

70
Vanguard Wolverine
Rush, Detect
RARITY
UNCOMMON
VEHICLE
ANTI-AIR
None
LEADER RESTRICTION
None

KEYWORD NOTES: VANGUARD WOLVERINE

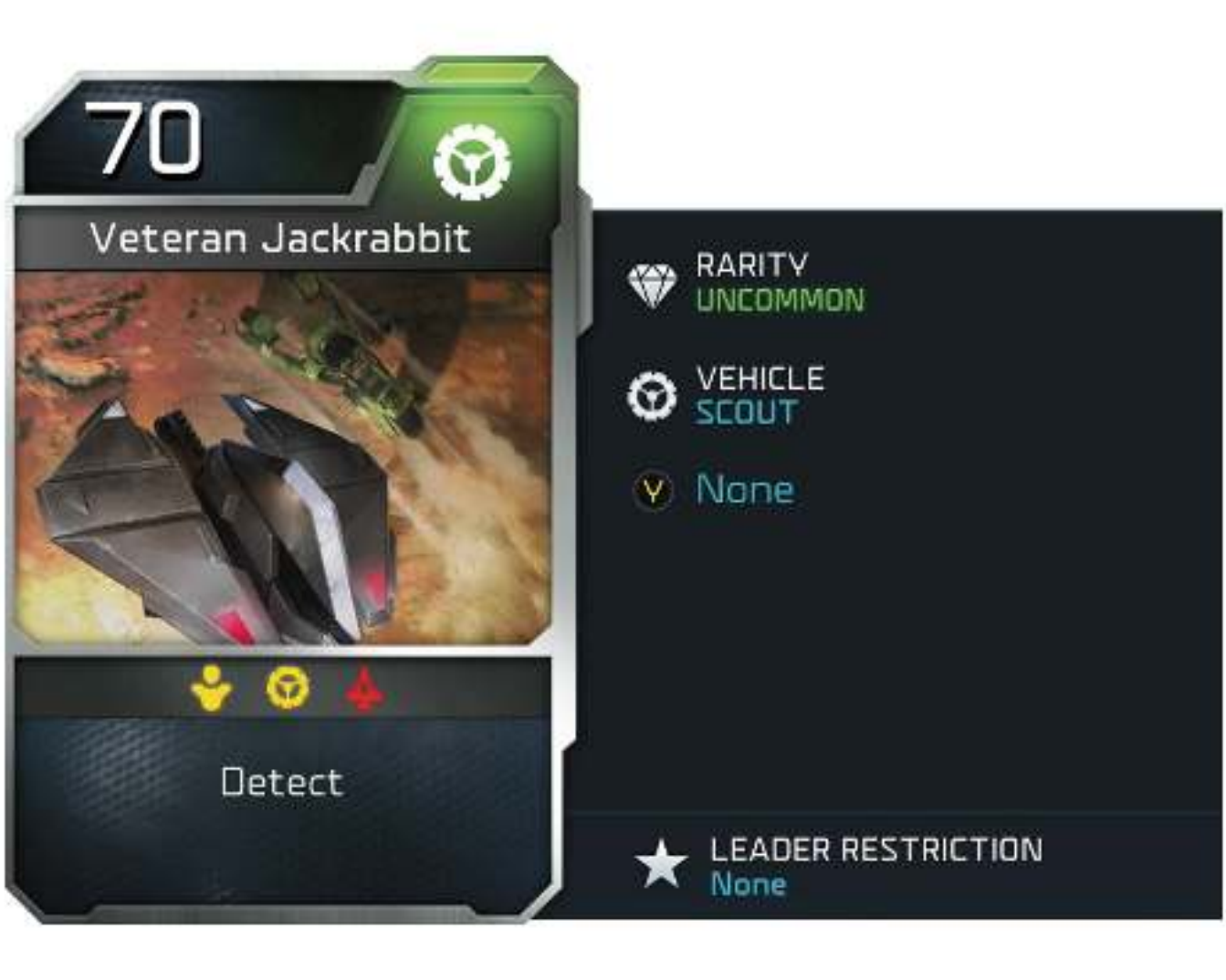
Rush: This unit ignores fatigue when deployed, charging into battle at full strength.

Detect: This unit detects and reveals nearby cloaked enemies.

VETERAN CYCLOPS


80
Veteran Cyclops
RARITY
UNCOMMON
INFANTRY
ANTI-VEHICLE
None
LEADER RESTRICTION
None

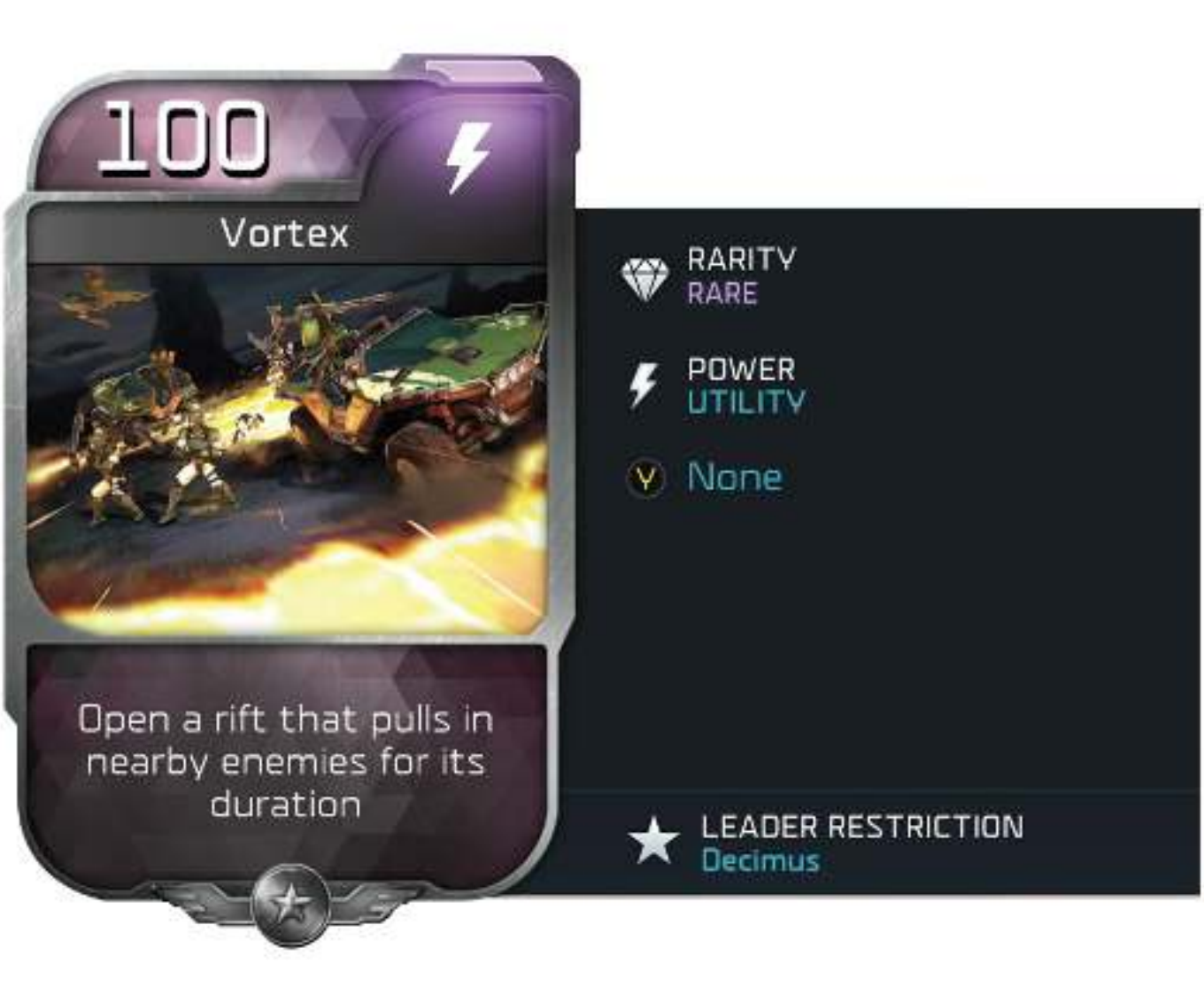
VETERAN JACKRABBIT


70
Veteran Jackrabbit
Detect
RARITY
UNCOMMON
VEHICLE
SCOUT
None
LEADER RESTRICTION
None

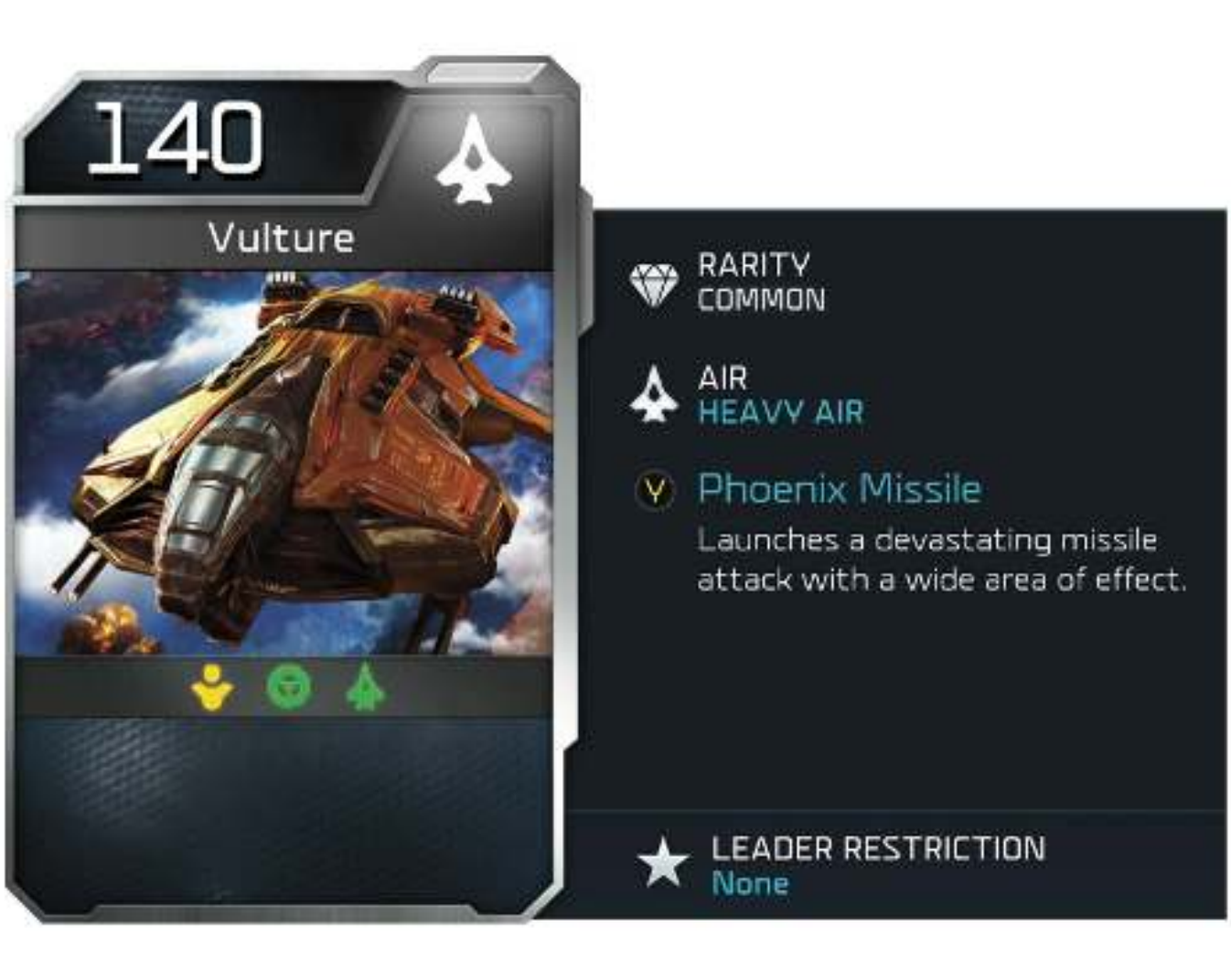
KEYWORD NOTES: VETERAN JACKRABBIT

Detect: This unit detects and reveals nearby cloaked enemies.

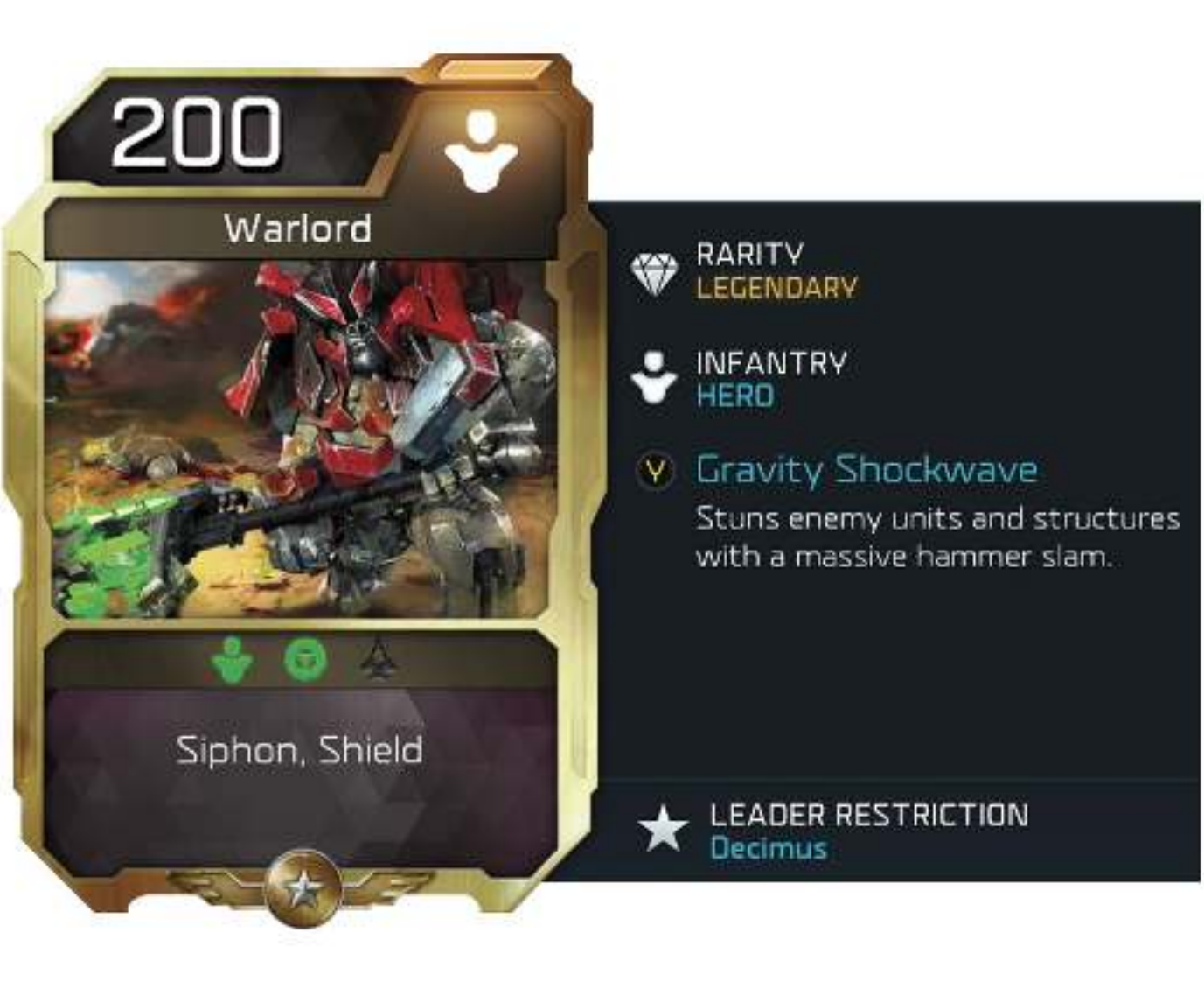
VORTEX


100
Vortex
Open a rift that pulls in nearby enemies for its duration
RARITY
RARE
POWER
UTILITY
None
LEADER RESTRICTION
Decimus

VULTURE


140
Vulture
RARITY
COMMON
AIR
HEAVY AIR
Phoenix Missile
Launches a devastating missile attack with a wide area of effect.
LEADER RESTRICTION
None

WARLORD

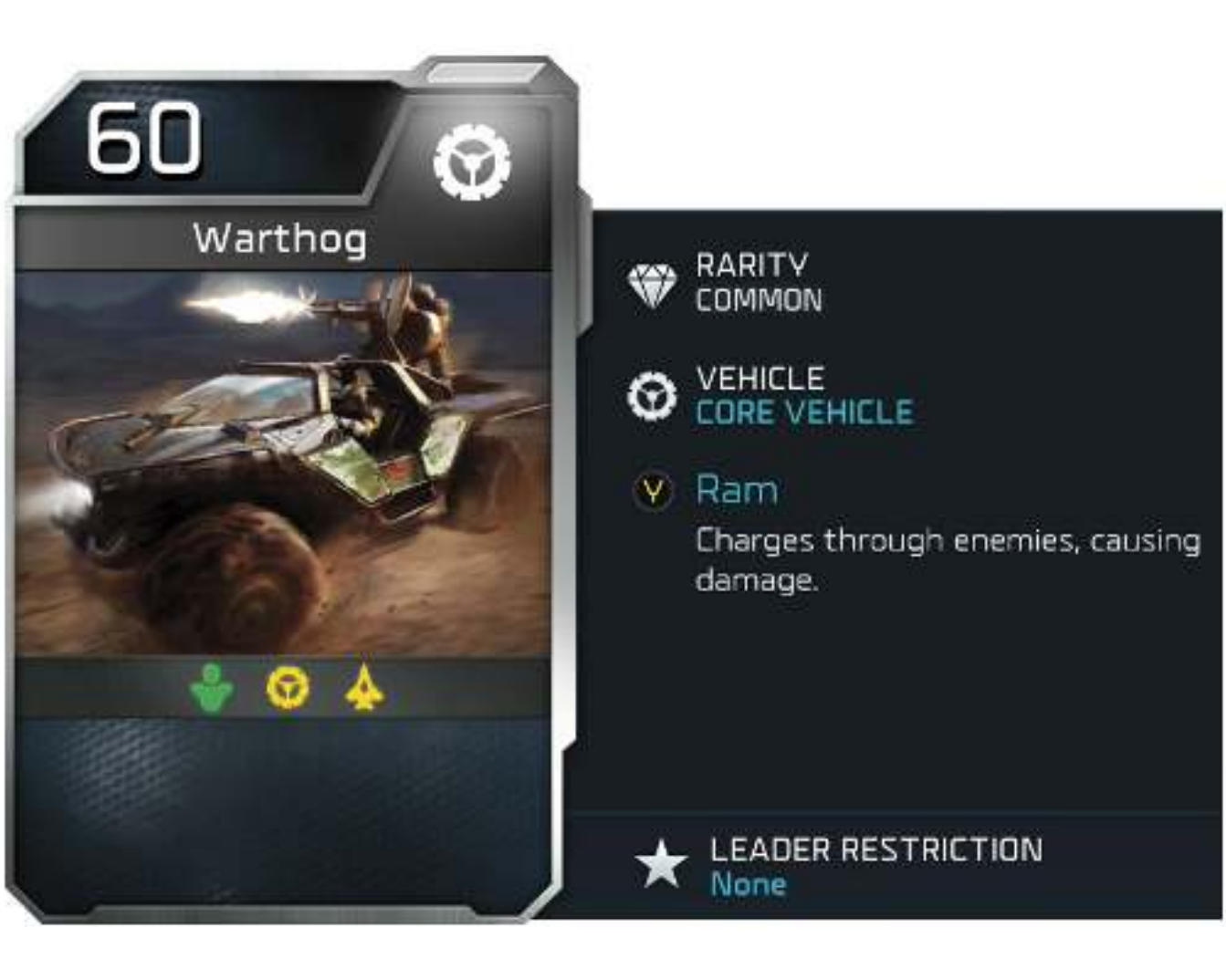

200
Warlord
Siphon, Shield
RARITY
LEGENDARY
INFANTRY
HERO
Gravity Shockwave
Stuns enemy units and structures with a massive hammer slam.
LEADER RESTRICTION
Decimus

KEYWORD NOTES: WARLORD

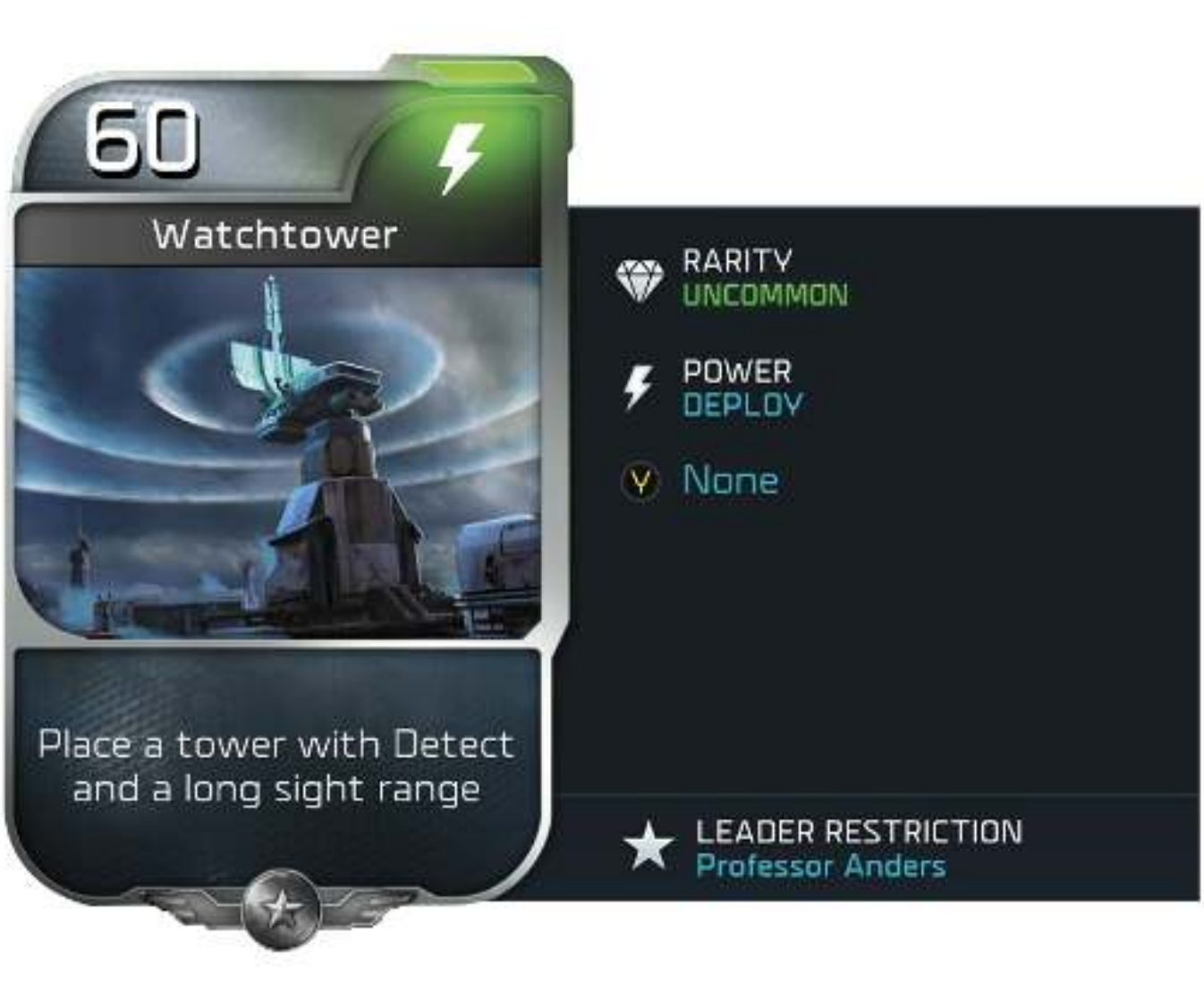
Siphon: This unit has special weaponry that steals health from its enemies equal to the damage dealt.

Shield: This unit has energy-shield protection that absorbs damage and regenerates when out of combat.

WARTHOG


60
Warthog
RARITY
COMMON
VEHICLE
CORE VEHICLE
Ram
Charges through enemies, causing damage.
LEADER RESTRICTION
None

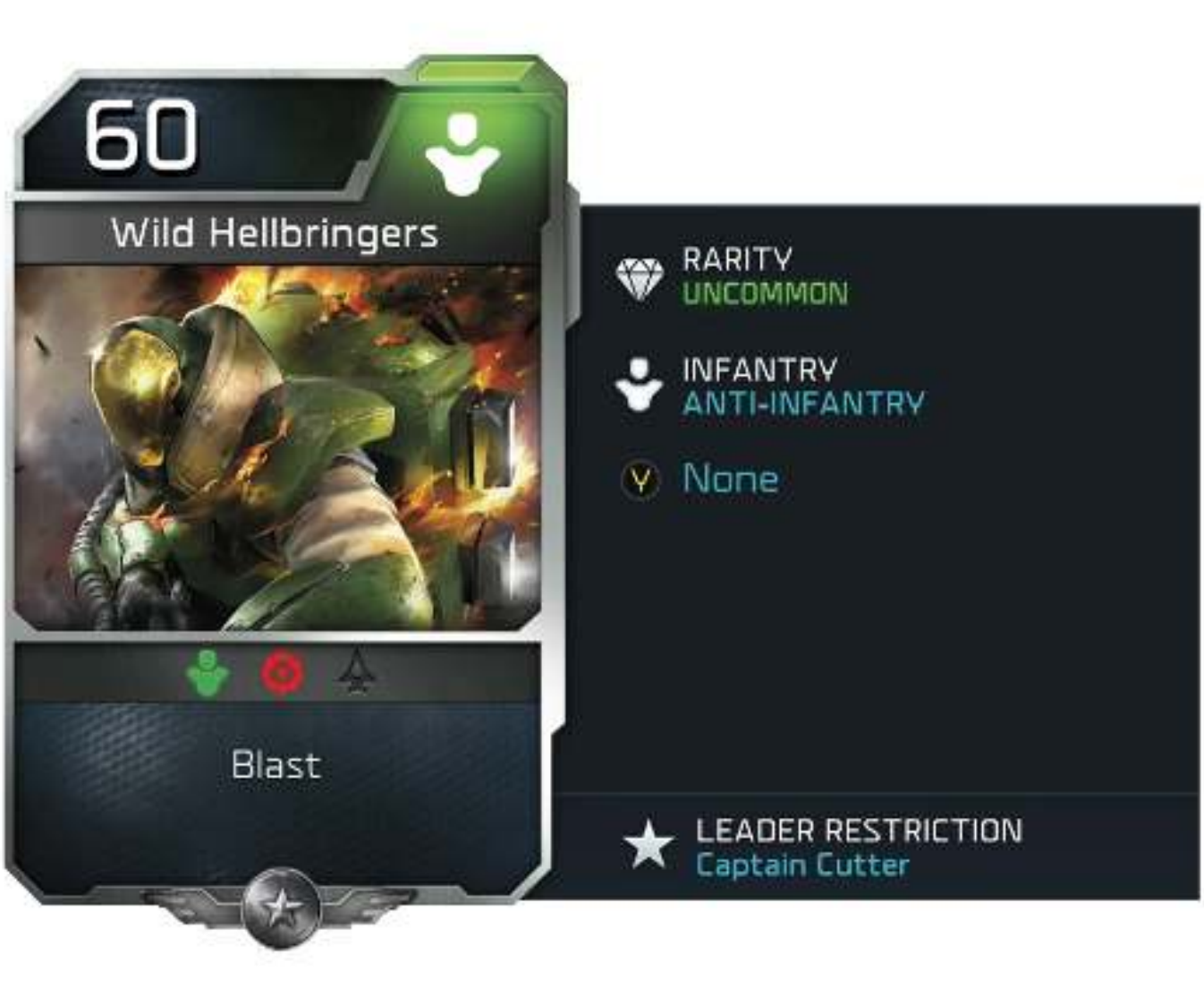
WATCHTOWER


60
Watchtower
Place a tower with Detect and a long sight range
RARITY
UNCOMMON
POWER
DEPLOY
None
LEADER RESTRICTION
Professor Anders

KEYWORD NOTES: WATCHTOWER

Detect: This unit detects and reveals nearby cloaked enemies.

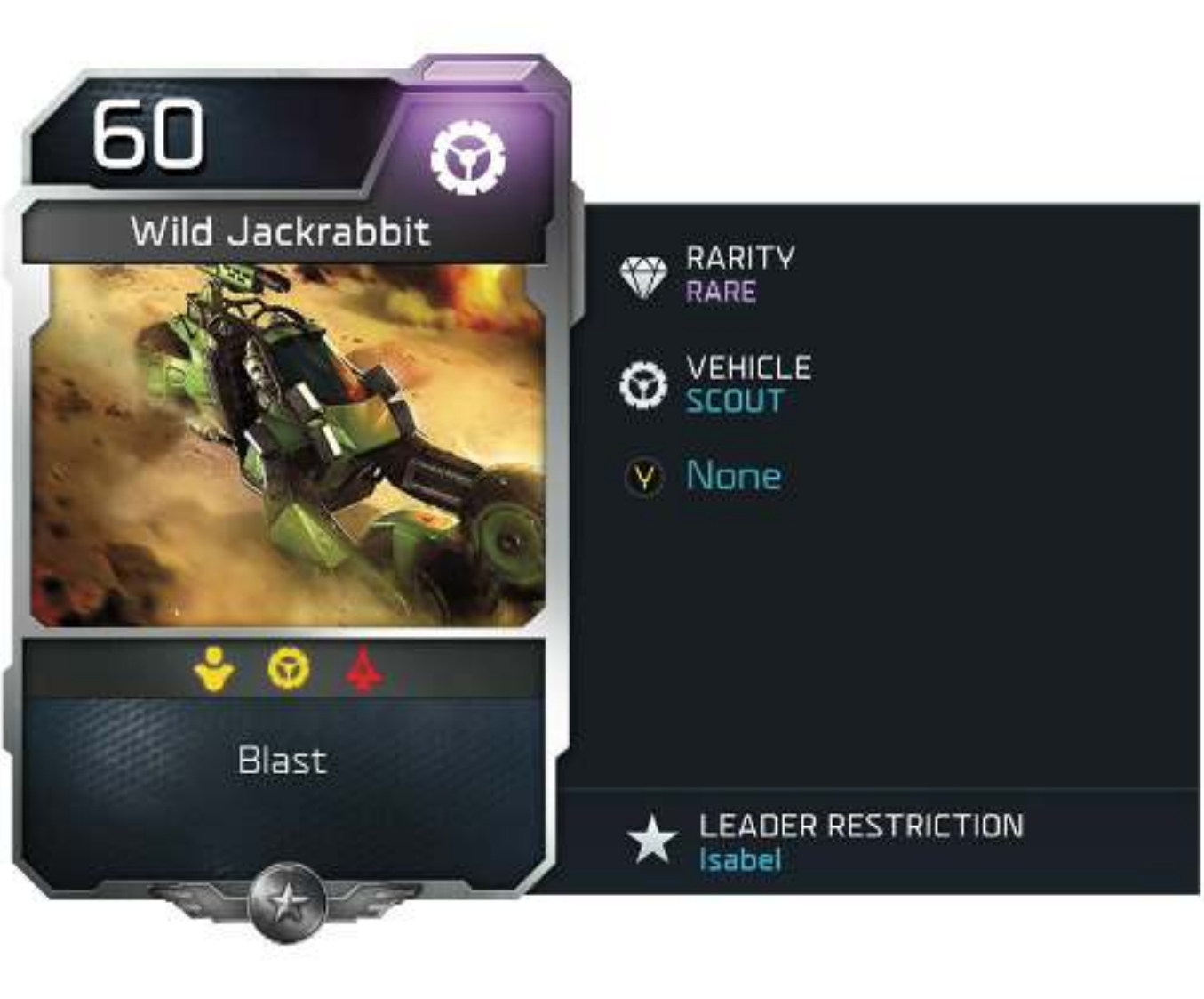
WILD HELLBRINGERS


60
Wild Hellbringers
Blast
RARITY
UNCOMMON
INFANTRY
ANTI-INFANTRY
None
LEADER RESTRICTION
Captain Cutter

KEYWORD NOTES: WILD HELLBRINGERS

Blast: This unit explodes violently upon death, damaging enemy troops in its radius.

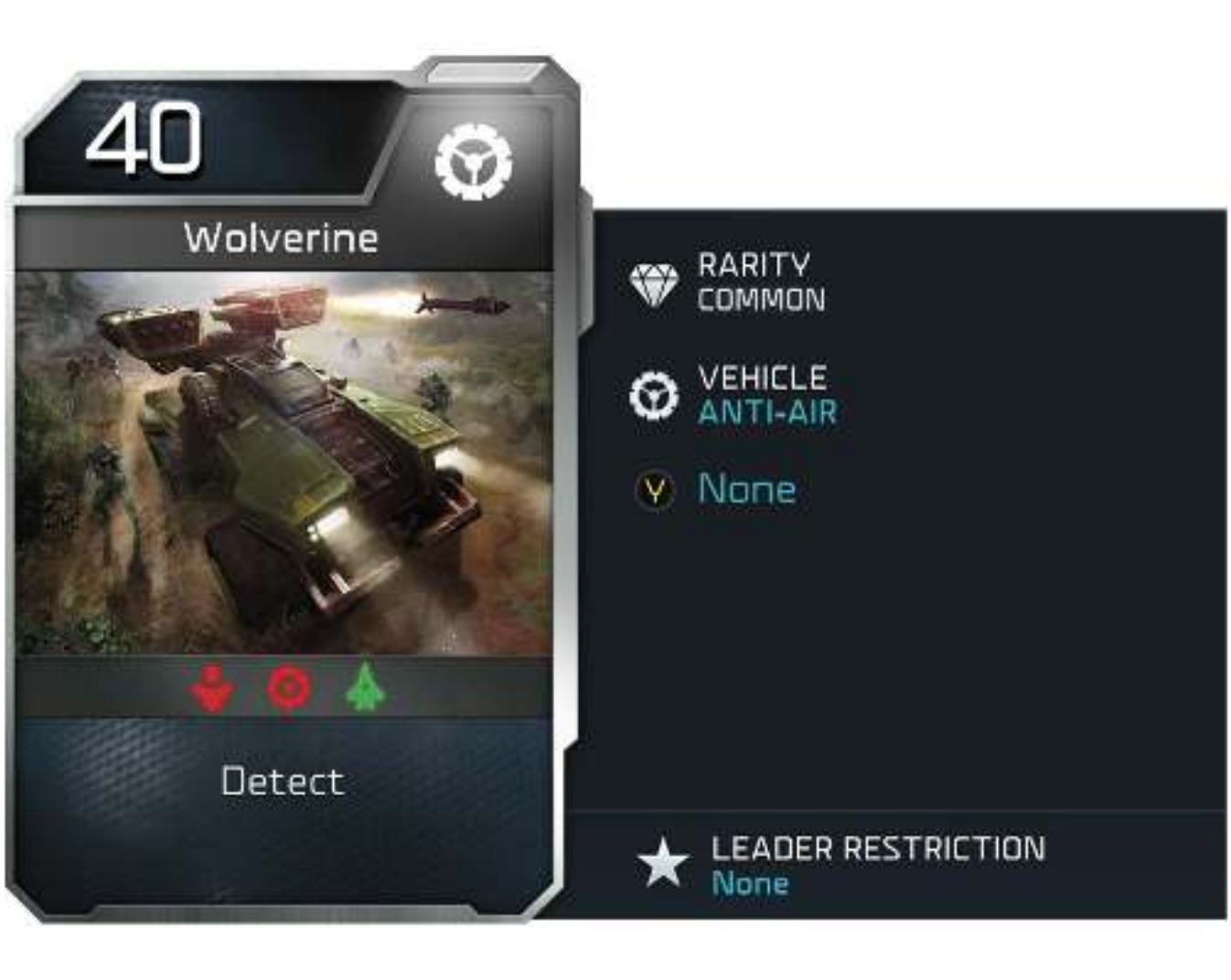
WILD JACKRABBIT


60
Wild Jackrabbit
Blast
RARITY
RARE
VEHICLE
SCOUT
None
LEADER RESTRICTION
Isabel

KEYWORD NOTES: WILD JACKRABBIT

Blast: This unit explodes violently upon death, damaging enemy troops in its radius.

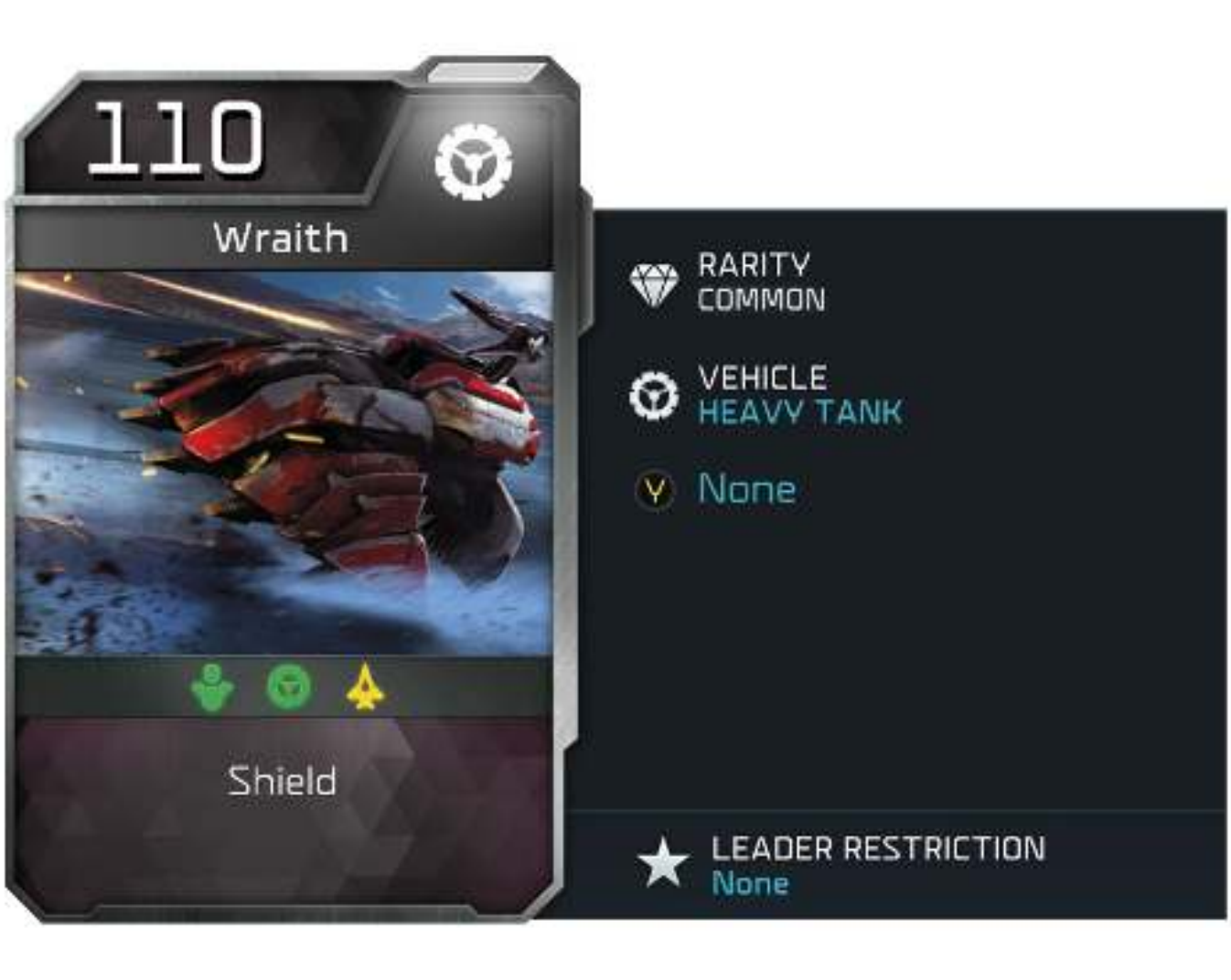
WOLVERINE


40
Wolverine
Detect
RARITY
COMMON
VEHICLE
ANTI-AIR
None
LEADER RESTRICTION
None

KEYWORD NOTES: WOLVERINE

Detect: This unit detects and reveals nearby cloaked enemies.

WRAITH


110
Wraith
Shield
RARITY
COMMON
VEHICLE
HEAVY TANK
None
LEADER RESTRICTION
None

KEYWORD NOTES: WRAITH

Shield: This unit has energy-shield protection that absorbs damage and regenerates when out of combat.

Overview

STATISTICAL BREAKDOWN

Need to know which Leader Powers best match your play style? Looking for a better understanding of counter-units, economy, or control groups? Or maybe you want to compare costs and build times for all available vehicle upgrades. This section provides a statistical breakdown of the leaders, units, and structures that make up *Halo Wars 2*, plus tips and tactics to give you a head start with each!

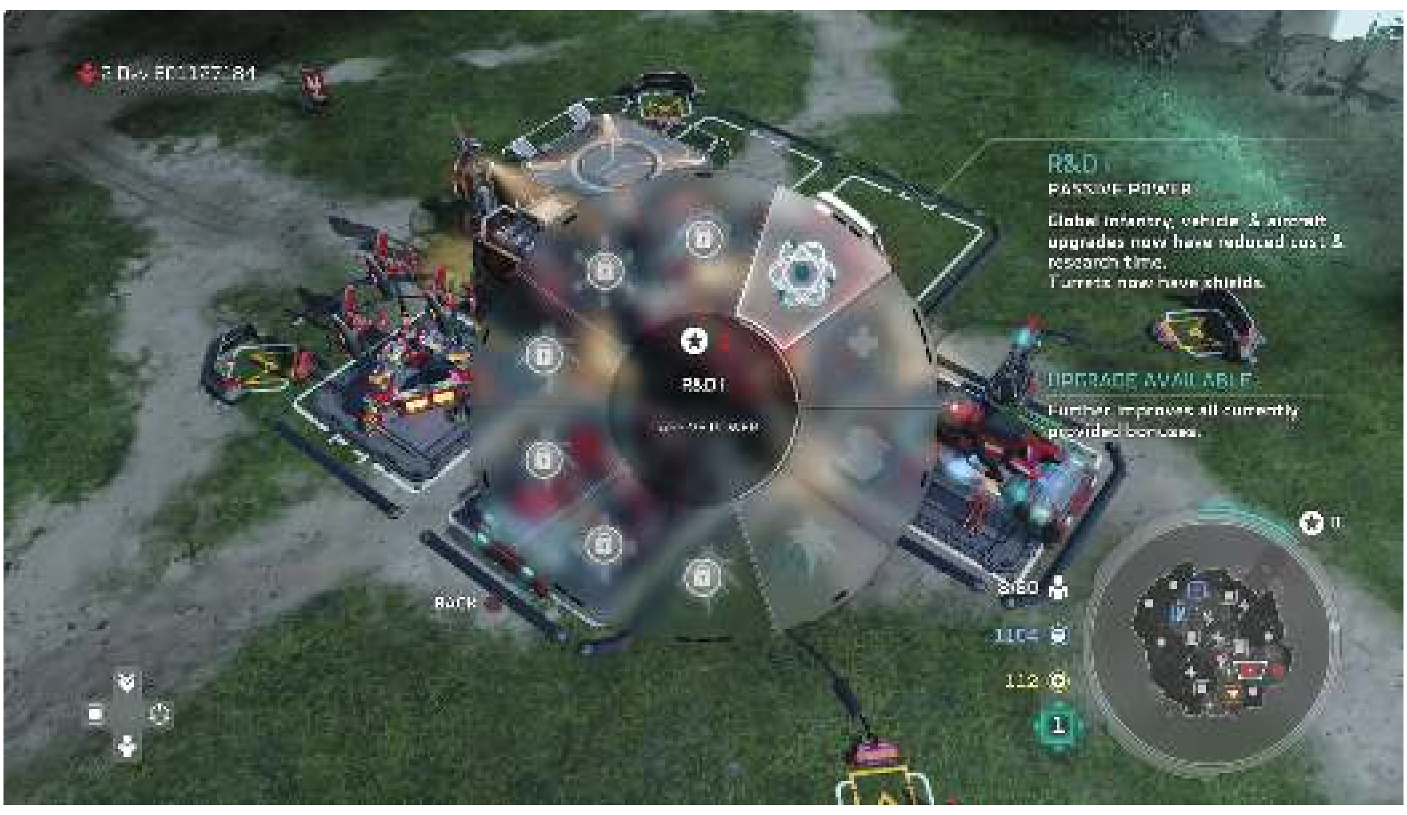
Keep in mind that, while the data provided for Captain Cutter and UNSC units matches what you experience during Campaign missions, the bulk of this chapter deals with the leaders and units available in Multiplayer modes.

Your choice of leaders plays an important role in your overall strategy. While all leaders can be used offensively and defensively, some leaders offer special Powers or unique units that complement specific tactics.

Over the course of a match, the experience you gain from construction, production, research, and combat is converted into Leader Points; use these Points to purchase and upgrade your chosen leader's available Powers.

Every leader offers a mix of passive Powers and active Powers. Passive Leader Powers grant permanent bonuses as soon as they're purchased; active Leader Powers (which range from temporary bonuses to direct-damage attacks) can be activated at a time of your choosing. Activating a Leader Power generally requires a significant amount of resources, and it always triggers a lengthy cooldown period. As such, it's not only important to choose the Leader Powers that best support your strategy—you must choose the right moments to use them.

PURCHASING LEADER POWERS



R&D

PASSIVE POWER

Global infantry, vehicle & aircraft upgrades now have reduced cost & research time.
Turrets now have shields.

UPGRADE AVAILABLE

Further improves all currently provided bonuses.

Leader Powers are divided into five tiers, each of which contains two different Powers, and most of which are locked at the start of a match.

It takes a minimum of five Leader Points to purchase a Tier 5 Power. Your first Leader Point can only be spent on a Tier 1 Leader Power—this unlocks your chosen Power and grants access to Tier 2 Leader Powers. Your second Leader Point can be used to purchase a Tier 2 Power, but it can also be used to purchase or upgrade any remaining Tier 1 Leader Powers. Spend your Points wisely. In some cases, purchasing multiple low-tier Powers is more beneficial than racing to Tier 5.

Some Leader Powers favor offense, while others favor defense. Some leaders have access to passive abilities that grant bonuses to production; others feature passive abilities that offer boosts or new abilities to existing units.

Several factors may help you determine which leader best supports your play style:

- **Theme:** The recurring theme of a leader's available Powers.
- **Role:** The role to which each leader is best suited during team-based play.
- **Unique Units:** Units that aren't available to any other leader.
- **Unique Leader Powers:** Powers that aren't available to any other leader.

Keep all these in mind as you choose which leader to take into battle.

Leaders

UNSC Leaders

CAPTAIN JAMES CUTTER

THEME: Spirit of Fire

ROLE: Attack and Growth

UNIQUE UNITS: Jerome-092 (Hero), ODSTs

UNIQUE LEADER POWERS

UNSC Raid (I/II/III): Reduces capture times and increases infantry movement speed. Upgrading this Power also allows Jackrabbits to capture points.

Battle Hardened (I/II): Allows units to gain veterancy faster.

Archer Missiles (I/II/II): An aimed attack launches a series of missiles along a designated path.

ODST Drop: Summons a squad of elite infantry to a targeted area.

Cyclops Drop: Summons a veteran Cyclops to a targeted area.

ODST Assault Group: Drops a collection of powerful units to a targeted area.

Close Air Support: Calls in Pelican Gunships to sweep a targeted area.

A true hero of the UNSC, Captain James Cutter's military career is long and distinguished. While his deeds have earned him more than a few opportunities to move up the ranks, he's always chosen to remain with his crew. The men and women who serve on the *Spirit of Fire* also serve as his extended family.

The bond Cutter shares with his crew is reflected in his unique Leader Powers. Under his leadership, infantry can move faster and quickly capture strategically valuable points. Experienced units can gain bonuses at a faster rate, and he's able to summon air strikes, Pelican Gunships, and a variety of powerful units. Of course, you're free to spend your Leader Points elsewhere, but Captain Cutter's greatest assets are the *Spirit of Fire* and her crew.

TIER 1 LEADER POWERS

ICON	NAME	DESCRIPTION	COST PER USE	COST PER USE	COST PER USE	COOLDOWN
	UNSC Raid I	Increases capture speeds for all units.Increases movement speed for infantry units.	PASSIVE POWER			
	UNSC Raid II	Allows Jackrabbits to capture points.Improves UNSC Raid movement-speed bonus.	PASSIVE POWER			
	Lotus Mine I	Drops a line of cloaked mines.Once armed, mines explode on contact.Does not damage air units.	—	25	100	105s

TIER 2 LEADER POWERS

ICON	NAME	DESCRIPTION	COST PER USE	COST PER USE	COST PER USE	COOLDOWN
	Battle Hardened I	All units gain veterancy faster.	PASSIVE POWER			
	Battle Hardened II	All units gain veterancy even faster.	PASSIVE POWER			
	Restoration Drones I	Heals all buildings and units within a targeted area.	—	200	50	210s
	Restoration Drones II	Increases area, healing amount, and duration of Restoration Drones.	—	300	75	210s
	Restoration Drones III	Further increases area, healing amount, and duration of Restoration Drones.	—	400	100	210s

TIER 3 LEADER POWERS

ICON	NAME	DESCRIPTION	COST PER USE	COST PER USE	COST PER USE	COOLDOWN
	Archer Missiles I	Fires staggered pairs of missiles in a lane.Damages all unit types and buildings.	—	175	175	195s
	Archer Missiles II	Increases damage and lane length of Archer Missiles.	—	300	300	195s
	Archer Missiles III	Further increases damage and lane length of Archer Missiles, and ignites drop area.	—	450	450	195s
	ODST Drop	Drops an ODST squad into battle.	12	600	—	180s

TIER 4 LEADER POWERS

ICON	NAME	DESCRIPTION	COST PER USE	COST PER USE	COST PER USE	COOLDOWN
	Turret Drop I	Drops a temporary Turret into battle.	—	250	—	180s
	Turret Drop II	Increases Turret damage and duration of Turret Drop.	—	400	—	180s
	Cyclops Drop	Drops a veteran Cyclops into battle.	4	145	180	135s

TIER 5 LEADER POWERS

ICON	NAME	DESCRIPTION	COST PER USE	COST PER USE	COST PER USE	COOLDOWN
	ODST Assault Group	Drops a collection of veteran units: two Cyclops, two ODST squads, one Scorpion, one Wolverine.	27	1650	625	330s
	Close Air Support	Calls in four Pelican Gunships.The Pelicans temporarily guard a set area.	—	1500	—	330s

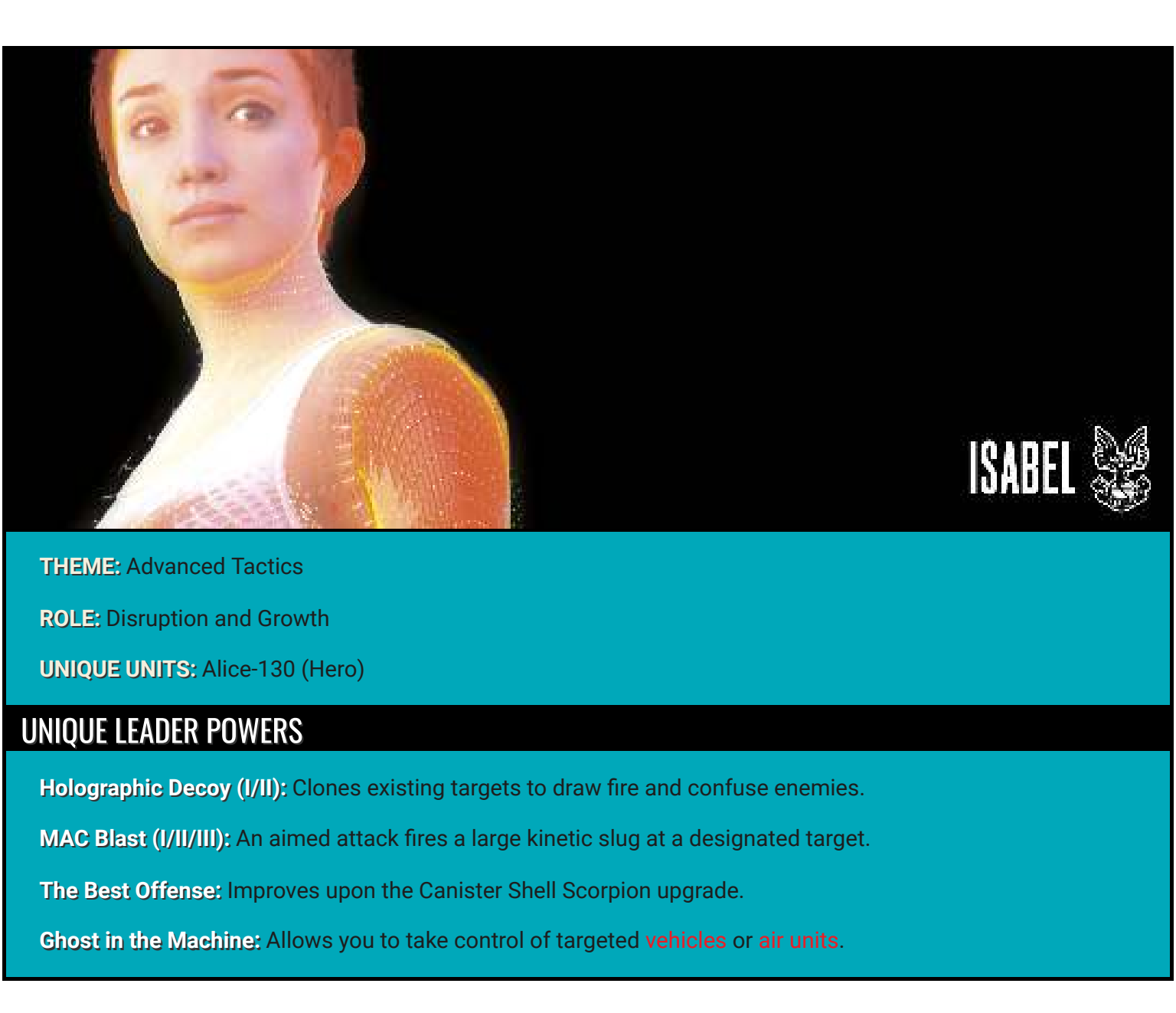
CUTTER BASICS

As a whole, Cutter's leader abilities support early and repeated conflict with the enemy. This isn't to say that Cutter players are obligated to rush, but he's very good at keeping pressure on the enemy. Use frequent raids and attacks on standing armies to keep your opponent from expanding too quickly.

Battle Hardened may not be flashy, but investing two Leader Points into this passive Power helps ensure that close firefights tend to tip in your favor. The faster your units gain veterancy, the fewer resources are required to keep pace with your opponent's army. Of course, this assumes the bulk of your units survive early encounters with the enemy. Play smart: avoid picking fights you know you can't win, counter enemy tactics, focus your fire on vulnerable targets, and don't be ashamed of ordering a strategic retreat.

Cutter's UNSC Raid Leader Power is extremely useful in games of Domination, but it's helpful in any Multiplayer mode. A faster infantry can make a big difference in controlling the map, and quickly capturing Resource Nodes is just as useful in Deathmatch as it is in Domination. Investing a second Leader Point in this Power allows Jackrabbits to capture points. Make no mistake: combining this Power with a fleet of fully upgraded Jackrabbits makes capturing and holding strategically important points much, much easier.

The bulk of Cutter's Powers relate to summoning reinforcements directly to the battlefield. Embrace this. An ODST squad can change the course of a battle; a well-timed ODST Assault Group can determine the outcome of an entire match. Draw your opponent into a firefight, and then drop your reinforcements right on top of them. Use your new arrivals to down priority targets and impede any attempted retreats.



ISABEL

THEME: Advanced Tactics

ROLE: Disruption and Growth

UNIQUE UNITS: Alice-130 (Hero)

UNIQUE LEADER POWERS

Holographic Decoy (I/II): Clones existing targets to draw fire and confuse enemies.

MAC Blast (I/II/III): An aimed attack fires a large kinetic slug at a designated target.

The Best Offense: Improves upon the Canister Shell Scorpion upgrade.

Ghost in the Machine: Allows you to take control of targeted vehicles or air units.

Isabel is a smart AI originally tasked with guiding the activation and direction of the Ark's massive Retriever Sentinels. Between the Banished's assault and the sudden loss of the portal to Earth, Isabel had given up all hope of leaving the Ark. However, the *Spirit of Fire*'s arrival has brought Isabel a chance to strike back. With the ship's factories, a supply of blueprints, and her vast knowledge, Isabel has managed to make the *Spirit of Fire*'s outdated technology an even match for the Banished aggressors.

Isabel's technological expertise gives her an edge in vehicle production and subterfuge. Available Leader Powers allow her to produce vehicles faster and cheaper than most leaders can, outfit Scorpions with enhanced canister shells, and instantly rebuild a defeated group of non-infantry units. She's also able to generate decoy units, take control of hostile non-infantry units, and more. This makes Isabel a particularly good choice for players who want to keep their opponents guessing.

> ISABEL AND FORGE
>
> Forge shares (and even improves upon) some of Isabel's core Leader Powers. If you don't have access to Forge, Isabel serves as the only leader to offer the Heavy Metal, Accelerated Assembly, and Combat Salvage Powers.

TIER 1 LEADER POWERS

ICON	NAME	DESCRIPTION	COST PER USE	COST PER USE	COST PER USE	COOLDOWN
	Heavy Metal I	Targets own units.Affected units gain a defensive boost.Slows targeted units while active.	—	200	50	180s
	Heavy Metal II	Increases Heavy Metal's target size, defense boost, and duration.	—	400	100	180s
	Holographic Decoy I	Targets own units.Creates decoys of affected units.Decoys can be used to scout and trick enemy Turrets and units.	—	450	—	150s
	Holographic Decoy II	Increases number of decoys that can be produced.Decoys last longer.	—	650	—	150s

TIER 2 LEADER POWERS

ICON	NAME	DESCRIPTION	COST PER USE	COST PER USE	COST PER USE	COOLDOWN
	Turret Drop I	Drops a temporary Turret into battle.	—	250	—	180s
	Restoration Drones I	Heals all buildings and units within a targeted area.	—	200	50	210s
	Restoration Drones II	Increases area, healing amount, and duration of Restoration Drones.	—	300	75	210s
	Restoration Drones III	Further increases area, healing amount, and duration of Restoration Drones.	—	400	100	210s

TIER 3 LEADER POWERS

ICON	NAME	DESCRIPTION	COST PER USE	COST PER USE	COST PER USE	COOLDOWN
	MAC Blast I	Fires a large kinetic slug at the battlefield.Damages all unit types and buildings.	—	150	150	195s
	MAC Blast II	Increases MAC Blast impact size and damage.	—	250	250	195s
	MAC Blast III	Further increases MAC Blast impact size and damage.	—	350	350	195s
	Accelerated Assembly I	Reduces costs and build times for vehicle production.	PASSIVE POWER			
	Accelerated Assembly II	Further reduces costs and build times for vehicle production.	PASSIVE POWER			

TIER 4 LEADER POWERS

ICON	NAME	DESCRIPTION	COST PER USE	COST PER USE	COST PER USE	COOLDOWN
	Lotus Mine I	Drops a line of cloaked mines.Once armed, mines explode on contact.Does not damage air units.	—	25	100	105s
	Lotus Mine II	Increases damage and explosion size of Lotus Mines.	—	50	200	105s
	The Best Offense	Scorpions and Nightingales gain shields and increased health.Increases Scorpion canister shot size.	PASSIVE POWER			

TIER 5 LEADER POWERS

ICON	NAME	DESCRIPTION	COST PER USE	COST PER USE	COST PER USE	COOLDOWN
	Combat Salvage	Causes the next eight non-infantry units to respawn at home base.Units must die within the Power's set time frame.	—	1000	500	330s
	Ghost in the Machine	Temporarily takes control of enemy vehicles and aircraft.	—	1200	300	330s

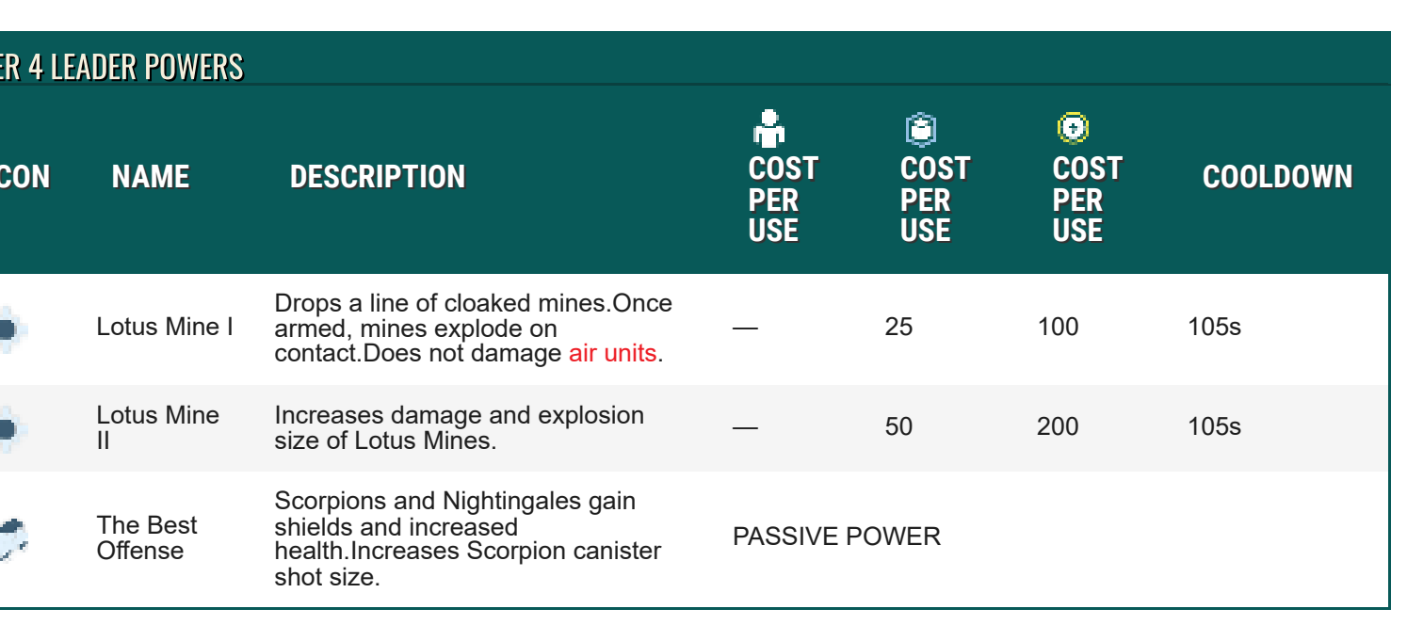
ISABEL BASICS

Isabel's Leader Powers offer a good balance of offense and defense, but their comparatively high costs support more conservative strategies early in a match (especially if you have an ally or two willing to help fend off aggressive opponents). Once you've produced a reasonably effective army, spend the bulk of your resources in expansion and research. As the match progresses, invest more of your resources into unit production, assemble your army, and adopt a more aggressive strategy.

Accelerated Assembly certainly gives Isabel a late-game advantage in vehicle production, but it can take a significant amount of time to unlock and upgrade this Tier 3 Leader Power. Develop a well-rounded army during the early stages of a match, and then focus on growing your economy, establishing production buildings, and researching upgrades. Train whatever units might best serve to keep enemy forces at bay, and use expansion bases to construct additional Garages. Once you've invested in Accelerated Assembly, shift your focus to vehicle production: assemble a formidable ground force and take the fight to your opponent.

Holographic Decoy is a surprisingly versatile Power and can be a big help in the early stages of a match. Even the Power's first rank carries a heavy activation cost (450 Supply per use), but a properly timed decoy can salvage battles that would otherwise result in far greater losses. Use it to (seemingly) bolster your forces when an opponent attempts to raid your base; the holographic units don't deal damage, but they should serve to distract hostile forces. In many cases, this buys you enough time to reassign or supplement your existing forces. Remember that holographic units make ideal (albeit temporary) scouts—when the firefight ends, send any surviving decoys into enemy territory for a bit of reconnaissance.

Combat Salvage stands as one of the UNSC's best counters to direct-damage Leader Powers. It's also quite costly, and it carries a long cooldown. Save this Power for your most expensive vehicles and aircraft—and only when you believe there's a high chance of losing them. The Power's effect is temporary, so proper timing is essential.



PREOFESSOR ELLEN ANDERS

THEME: Ark Tech

ROLE: Economy and Battle Control

UNIQUE UNITS: JDouglas-042 (Hero), Protector Sentinel, Retriever Sentinel

UNIQUE LEADER POWERS

UNSC Raid (I/II/III): Reduces capture times and increases infantry movement speed. Upgrading this Power also allows Jackrabbits to capture points.

R&D (I/II/III): Adds shields to Turrets while reducing the costs and build times of global infantry, vehicle, and air upgrades.

Protector Sentinel: Allows Anders-exclusive air units to be produced in base structures.

Ark Defense (I/II/III): Summons a group of Aggressor Sentinels to temporarily guard a targeted area.

Sentinel Beacon: Summons Aggressor Sentinels whenever a Kodiak or Siege Turret attacks a target.

Sentinel Synergy: Boosts Protector Sentinel damage and durability, and increases the number of Sentinels that appear whenever Aggressors are summoned.

Sentinel Network: Calls in three waves of Protector Sentinels that automatically sweep across the map.

Retriever Sentinel: Summons a massive Forerunner drone to serve as an Ultimate unit.

Officially designated as a consultant, Professor Anders has proven to be one of the *Spirit of Fire*'s most valuable assets. She's a brilliant scientist with an exceptional understanding of Forerunner technology—a quality that impresses even the tech-savvy Isabel. Anders has become Captain Cutter's de facto right hand, and she's managed to foster a mutual trust and respect with the troops in the field.

Anders' ability to manipulate Forerunner technology is her greatest strength. From her versatile Protector Sentinels to the devastating Retriever, she has access to units no other leader can utilize.

TIER 1 LEADER POWERS

ICON	NAME	DESCRIPTION	COST PER USE	COST PER USE	COST PER USE	COOLDOWN
	R&D I	Reduces costs and build times for global infantry, vehicle, and aircraft upgrades.Turrets gain shields.	PASSIVE POWER			
	R&D II	Further improves all currently provided bonuses.Turrets gain improved shields.	PASSIVE POWER			
	R&D III	Further improves all currently provided bonuses.Turrets gain further improved shields.	PASSIVE POWER			
	Restoration Drones I	Heals all buildings and units within a targeted area.	—	200	50	210s
	Restoration Drones II	Increases area, healing amount, and duration of Restoration Drones.	—	300	75	210s
	Restoration Drones III	Further increases area, healing amount, and duration of Restoration Drones.	—	400	100	210s

TIER 2 LEADER POWERS

ICON	NAME	DESCRIPTION	COST PER USE	COST PER USE	COST PER USE	COOLDOWN
	Turret Drop I	Drops a temporary Turret into battle.	—	250	—	180s
	Protector Sentinel	Unlocks the Protector Sentinel for purchase at base.	PASSIVE POWER			

TIER 3 LEADER POWERS

ICON	NAME	DESCRIPTION	COST PER USE	COST PER USE	COST PER USE	COOLDOWN
	Ark Defense I	Calls in six Aggressor Sentinels.The Sentinels temporarily guard a set area.	—	150	150	165s
	Ark Defense II	Increases Ark Defense duration and area.Adds two more (eight total) Aggressor Sentinels.	—	250	250	165s
	Ark Defense III	Further increases Ark Defense duration and area.Adds another two (10 total) Aggressor Sentinels.	—	350	350	165s
	Lotus Mine I	Drops a line of cloaked mines.Once armed, mines explode on contact.Does not damage air units.	—	25	100	105s
	Lotus Mine II	Increases damage and explosion size of Lotus Mines.	—	50	200	105s

TIER 4 LEADER POWERS

ICON	NAME	DESCRIPTION	COST PER USE	COST PER USE	COST PER USE	COOLDOWN
	Sentinel Beacon	Kodiak and Siege Turret attacks summon friendly Aggressor Sentinels.	PASSIVE POWER			
	Sentinel Synergy	Adds more Sentinels to Sentinel Beacon and Ark Defense.Upgrades all Protector Sentinels with a small shield, increased health, and greater damage.	PASSIVE POWER			

TIER 5 LEADER POWERS

ICON	NAME	DESCRIPTION	COST PER USE	COST PER USE	COST PER USE	COOLDOWN
	Sentinel Network	Calls in three waves of Protector Sentinels.The Sentinels sweep out across the map wave by wave.	—	900	900	—
	Retriever Sentinel	Summons a powerful controllable Retriever Sentinel.	24	1400	1400	—

ANDERS BASICS

Although any leader can mount an effective rush, Anders' Powers support an early focus on economic growth and aggressive research. Instead of outpacing your opponent's unit production, keep your army as efficient as possible—make the most of versatile (and inexpensive) core units. Perform frequent scouting runs to avoid producing more counter-units than your opponent's forces warrant, and prioritize research to maximize the effectiveness of your existing army. As the match progresses, switch focus to unit production and employ more offensive strategies.

The R&D Leader Power (Tier 1) not only reduces the time and resources necessary to research various global upgrades, it also adds shields to any Turrets you build. Purchasing (and upgrading) this Leader Power makes it much easier to fend off early raids as you focus on researching upgrades.

Anders' Protector Sentinel Leader Power allows you to produce versatile air units at any base you control. This is one of her defining Powers, and it's a worthy use of your second Leader Point. The Protector Sentinel isn't as durable as the Hornet, but it's faster and has better range. Most importantly, it can be produced in any base structure, allowing you to assemble and maintain a sizable air force without the need for multiple Airpads.

The Retriever Sentinel serves as the UNSC's only Ultimate unit, and it can be a devastating weapon in the later stages of a match. It can engage multiple targets at once, and its powerful Sterilization Beam deals heavy damage across a significant area. However, that doesn't mean an Anders player is obliged to invest in this Tier 5 Leader Power. Anders offers a variety of intriguing Powers that support a variety of play styles. Use the Leader Points you earn to reinforce whatever tactics you feel are effective against a given opponent.

DLC LEADER

SERGEANT JOHN FORGE

THEME: Impenetrable

ROLE: Battle Control and Growth

UNIQUE UNITS: Forge's Warthog (Hero), Grizzly

UNIQUE LEADER POWERS

Rolling Economy (I/II/III): Reduces the cost and build times for Supply Pads, Generators, and their upgrades.

Pelican Transport: Moves your units to a targeted area.

Scatter Bomb (I/II): Drops a scattered salvo of bombs onto a targeted area.

Vehicle Drop (I/II): Calls a Pelican to drop a veteran Kodiak on a targeted area.

Grizzly Battalion: Calls a Pelican to drop three veteran Grizzly tanks.

A career soldier who served during the Human-Covenant War, Sergeant John Forge gave his life to save the *Spirit of Fire*. In life, Forge was a veteran NCO with a clear preference for vehicle-oriented combat. In death, Forge is a celebrated hero whose presence can still be felt on the battlefield.

Due to his affinity for vehicles, Forge has access to many of the same Leader Powers Isabel offers. However, this DLC-exclusive leader offers an additional rank of Heavy Metal, multiple heavy vehicle drops, and more. Forge's Warthog is currently the UNSC's only available non-Spartan Hero unit, and his powerful Grizzly—which replaces the Scorpion in the Garage—is the most heavily armored tank available for production.

TIER 1 LEADER POWERS

ICON	NAME	DESCRIPTION	COST PER USE	COST PER USE	COST PER USE	COOLDOWN
	Rolling Economy I	Reduces costs and build times for Supply Pads, Generators, and their upgrades.	—	—	—	—
	Rolling Economy II	Improves all Rolling Economy bonuses.	—	—	—	—
	Heavy Metal I	Targets own units.Affected units gain a defensive boost.Slows targeted units while active.	—	200	50	180s
	Heavy Metal II	Increases Heavy Metal's target size, defense boost, and duration.	—	400	100	180s
	Heavy Metal III	Further increases Heavy Metal's target size, defense boost, and duration.	—	600	150	180s

TIER 2 LEADER POWERS

ICON	NAME	DESCRIPTION	COST PER USE	COST PER USE	COST PER USE	COOLDOWN
	Accelerated Assembly I	Reduces costs and build times for vehicle production.	PASSIVE POWER			
	Accelerated Assembly II	Further reduces costs and build times for vehicle production.	PASSIVE POWER			
	Pelican Transport	Transports own units anywhere in range.	—	—	200	150s

TIER 3 LEADER POWERS

ICON	NAME	DESCRIPTION	COST PER USE	COST PER USE	COST PER USE	COOLDOWN
	Scatter Bomb I	Drops a scattered salvo of bombs.Damages all unit types and buildings.	—	175	175	195s
	Scatter Bomb II	Increases damage and number of bombs fired by Scatter Bomb.	—	300	300	195s
	Restoration Drones I	Heals all buildings and units within a targeted area.	—	200	50	210s
	Restoration Drones II	Increases area, healing amount, and duration of Restoration Drones.	—	300	75	210s
	Restoration Drones III	Further increases area, healing amount, and duration of Restoration Drones.	—	400	100	210s

TIER 4 LEADER POWERS

ICON	NAME	DESCRIPTION	COST PER USE	COST PER USE	COST PER USE	COOLDOWN
	Vehicle Drop I	Deploys a veteran Kodiak.	6	625	—	180s
	Vehicle Drop II	Adds a veteran Warthog to Vehicle Drop.Transport Pelican is upgraded to a gunship.	10	925	—	180s
	Lotus Mine I	Drops a line of cloaked mines.Once armed, mines explode on contact.Does not damage air units.	—	25	100	105s

TIER 5 LEADER POWERS

ICON	NAME	DESCRIPTION	COST PER USE	COST PER USE	COST PER USE	COOLDOWN
	Combat Salvage	Causes the next eight non-infantry units to respawn at home base.Units must die within the Power's set time frame.	—	1000	500	330s
	Grizzly Battalion	Pelican Gunship drops off three veteran Grizzlies.	33	2000	400	330s

FORGE BASICS

Forge's Leader Powers heavily favor vehicle units, and his signature Grizzly is one of the most powerful vehicles found in the field. That being said, it takes significant resources to assemble a fleet of tanks, and your opponents are bound to expect vehicle-heavy assaults from a Forge player. Unless you're planning an early rush, invest in the Rolling Economy Power as soon as possible. Don't shy away from vehicle production, but make sure you diversify your army early in the match.

The Grizzly has powerful attacks and very heavy armor. It's an excellent assault vehicle, but it's also an effective deterrent for hostile ground forces. If you need to hold a strategically important point, you'd be hard-pressed to find a better solution than the Heavy Metal Leader Power combined with a group of Grizzly tanks.

The Pelican Transport Power is a great way to get your units out of danger, but it's also handy for dropping behind enemy lines—especially when you need to get a group of heavy vehicles within range of an opponent's base.

Again, Combat Salvage serves as one of your best counters to direct-damage Leader Powers, but any units you save during an offensive strike redeploy away from the action. If you're planning a push into enemy territory, the Grizzly Battalion Leader Power may be a better investment. The sudden arrival of three veteran Grizzly tanks can make a big difference in a close fight.

Leaders

Banished Leaders

THEME: Impenetrable

ROLE: Map Control and Growth

UNIQUE UNITS: Atriox's Chosen (Hero)

UNIQUE LEADER POWERS

Countermeasures: Drops mines around newly captured points and slows enemy de-capture rate for any points you hold. Also allows Jump Pack Brutes to drop trip mines whenever they leap.

Fortifications (I/II): Reduces the costs and build times of Turrets, Turret upgrades, and various base-related upgrades.

Dying Breath: Inspires units to keep attacking for a short time after they've been killed.

Atriox's Bulwark (I/II/III): Creates a healing area that grants affected units a brief period of invulnerability.

Unbreakable: Grants all active units temporary invulnerability.

Eradication: Fires multiple beams that converge to trigger a powerful explosion.

Atriox is a Brute Warlord adept at tactics and strategy—qualities honed during his service in the Human-Covenant War. And in the aftermath of the Covenant's breakdown, Atriox has managed to draw a great many battle-hardened soldiers into the Banished. Of course, this charismatic leader is also a feared warrior—as any Brute leader must be. His reputation for ruthless aggression allows him to deploy savage Brutes and Elite mercenaries side by side. Where others might struggle to keep such bitter rivals from turning on each other, Atriox has little trouble keeping his troops in line.

Atriox's tactical mind is reflected in his available Leader Powers. Although he has a few very effective offensive abilities, a surprising amount of his Powers are dedicated to defense. With Powers like Fortifications, Atriox's Bulwark, and Unbreakable, he offers tactical options you might not expect from a Brute Warlord.

TIER 1 LEADER POWERS

ICON	NAME	DESCRIPTION	COST PER USE	COST PER USE	COST PER USE	COOLDOWN
	Countermeasures	Drops mines around newly captured points.Slows enemy de-capture rate.Jump Pack Brutes drop trip mines when in flight.	PASSIVE POWER			
	Fortifications I	Reduces costs and build times for the Stronghold upgrade, the Fortify upgrade, and Turret upgrades.Reduces costs for base-level Turrets, shield towers, and Outposts.	PASSIVE POWER			
	Fortifications II	Improves all benefits provided by Fortifications.	PASSIVE POWER			

TIER 2 LEADER POWERS

ICON	NAME	DESCRIPTION	COST PER USE	COST PER USE	COST PER USE	COOLDOWN
	Plasma Mines I	Drops a line of cloaked mines.Once armed, mines explode on contact.Does not damage air units.	—	25	100	105s
	Plasma Mines II	Increases number of mines dropped.	—	50	200	105s
	Dying Breath	Targets own units.Affected units continue fighting after death for a set time.	—	250	20	120s

TIER 3 LEADER POWERS

ICON	NAME	DESCRIPTION	COST PER USE	COST PER USE	COST PER USE	COOLDOWN
	Atriox's Bulwark I	Creates a healing area.Grants brief invulnerability.Heals units and buildings.	—	175	40	180s
	Atriox's Bulwark II	Increases area, healing amount, and duration of Atriox's Bulwark.	—	250	70	180s
	Atriox's Bulwark III	Further increases area, healing amount, and duration of Atriox's Bulwark.	—	325	90	180s
	Spirit Assault I	Drops off two Suicide Grunts.	4	240	60	165s
	Spirit Assault II	Drops off two upgraded veteran Suicide Grunts and one veteran Jump Pack Brute.	7	375	140	165s
	Spirit Assault III	Drops off two upgraded veteran Suicide Grunts and two veteran Jump Pack Brutes.	10	520	220	165s

TIER 4 LEADER POWERS

ICON	NAME	DESCRIPTION	COST PER USE	COST PER USE	COST PER USE	COOLDOWN
	Glassing Beam I	Fires a controllable plasma beam.Damages all unit types and buildings.	—	150	150	195s
	Glassing Beam II	Increases Glassing Beam size and damage.	—	250	250	195s
	Teleport I	Teleports own units to any location within range.Does not require line of sight.	—	—	250	165s

TIER 5 LEADER POWERS

ICON	NAME	DESCRIPTION	COST PER USE	COST PER USE	COST PER USE	COOLDOWN
	Unbreakable	Grants temporary invulnerability to all your deployed units.	—	1600	500	333s
	Eradication	Unleashes eight converging plasma beams.Once converged, a massive blast is triggered.Damages all unit types and buildings.	—	800	800	300s

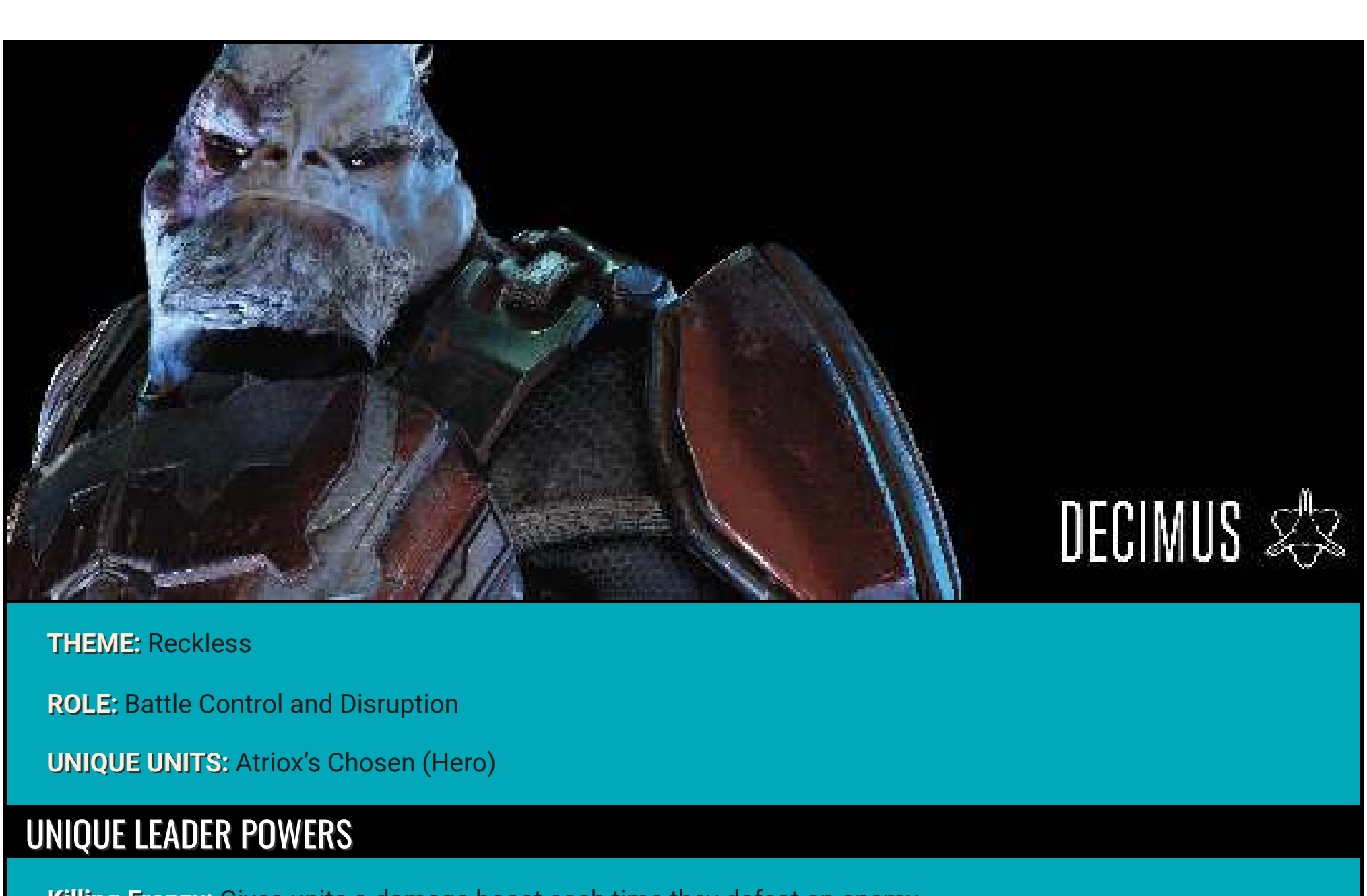
ATRIOX BASICS

Atriox is a versatile leader, but his available Powers support early defensive strategies in particular. In most cases, your best option is to hunker down and weather any rush tactics your enemies utilize. Produce enough units to ensure you can defend yourself or hold vital points—and remember to scout your enemies—but focus on establishing resource production and fortifying your base as quickly as possible.

Countermeasures can be a big help in Domination matches, but when it comes to Deathmatch games, the Fortifications Leader Power is almost certainly the best option for your first Leader Point. Invest in this Power as early as possible (preferably before you build or research any of the items it affects), then fortify your base with Turrets and the base-related upgrades found in the War Council. The Fortifications Power also reduces the cost and build time for constructing an Outpost and upgrading to a Stronghold, making it a valuable tool in expansion strategies.

With a strong defensive strategy and the right Leader Powers, the resources you save should allow you to field a formidable army as the match progresses. Still, if you find it necessary to change tactics, any investments you've made in your base are bound to prove useful.

Atriox excels at defense, but he has access to some excellent offensive Leader Powers as well. Spirit Assault deploys powerful units, Glassing Beam deals reliable damage, and Eradication is one of the best base-killers available to any leader. These offensive Powers are particularly important during team play—even if the bulk of your resources goes toward your own growth and expansion, you can use these Powers to support your more aggressive allies.



THEME: Reckless

ROLE: Battle Control and Disruption

UNIQUE UNITS: Atriox's Chosen (Hero)

UNIQUE LEADER POWERS

Killing Frenzy: Gives units a damage boost each time they defeat an enemy.

Vortex Lightning (I/II/III): Summons a controllable vortex that stuns units and reduces defense.

Siphon (I/II/III): Grants selected units health as they deal damage.

Fury (I/II/III): Increases affected units' movement speed and damage while slowly draining health.

Boundless Siphon: Grants all units a small but permanent siphon effect.

Decimus Drop: Summons Decimus to the battlefield.

Boundless Fury: Grants all units a permanent increase to speed and damage.

Decimus is Atriox's right-hand Brute and is a massive physical specimen (larger even than Tartarus), whom Atriox tasks with his most challenging assignments. While Decimus harbors a lingering belief in the divinity of the Forerunners, he remains loyal to his commander—Atriox has proven himself to be the fiercest of all Brutes, and according to the old ways, Decimus is obligated to serve.

In stark contrast to Atriox's measured tactics, Decimus is a quintessential Brute. He favors recklessness and aggression—and Powers like Killing Frenzy, Fury, and Decimus Drop all support this basic strategy.

TIER 1 LEADER POWERS

ICON	NAME	DESCRIPTION	COST PER USE	COST PER USE	COST PER USE	COOLDOWN
	Killing Frenzy	All units gain damage boosts when they kill enemies.	PASSIVE POWER			
	Vortex Lightning I	Fires a controllable vortex that stuns enemies and lowers their defense.Stuns units for 0.5 seconds.Can hold on targets for prolonged stun and damage.	—	50	150	165s
	Vortex Lightning II	Increases Vortex Lightning size, debuff duration, and strength.	—	75	200	165s

TIER 2 LEADER POWERS

ICON	NAME	DESCRIPTION	COST PER USE	COST PER USE	COST PER USE	COOLDOWN
	Siphon I	Targets own units. Affected units gain health while in combat.	—	150	30	195s
	Siphon II	Increases Siphon target size, duration, and healing amount.	—	200	60	195s
	Siphon III	Further increases Siphon target size, duration, and healing amount.	—	250	90	195s
	Fury I	Targets own units.Boosts damage and speed of affected units.Drains health while active; units cannot die from this effect.	Drains unit health for duration of effect.Requires no resources.			120s
	Fury II	Increases selection area of effect, unit damage, and movement speed.	Drains unit health for duration of effect.Requires no resources.			120s
	Fury III	Further increases area of effect, unit damage, and movement speed.	Drains unit health for duration of effect.Requires no resources.			120s

TIER 3 LEADER POWERS

ICON	NAME	DESCRIPTION	COST PER USE	COST PER USE	COST PER USE	COOLDOWN
	Glassing Beam I	Fires a controllable plasma beam.Damages all unit types and buildings.	—	150	150	195s
	Glassing Beam II	Increases Glassing Beam size and damage.	—	250	250	195s
	Glassing Beam III	Further increases Glassing Beam size and damage.	—	350	350	195s
	Spirit Assault I	Drops off two upgraded veteran Suicide Grunts.	4	240	60	165s
	Spirit Assault II	Drops off two upgraded veteran Suicide Grunts and one veteran Jump Pack Brute.	7	375	140	165s

TIER 4 LEADER POWERS

ICON	NAME	DESCRIPTION	COST PER USE	COST PER USE	COST PER USE	COOLDOWN
	Teleport I	Teleports own units to any location within range.Does not require line of sight.	—	—	250	165s
	Boundless Siphon	All units gain a permanent minor health siphon when they damage enemy units.Effect stacks with Life Leech.	PASSIVE POWER			

TIER 5 LEADER POWERS

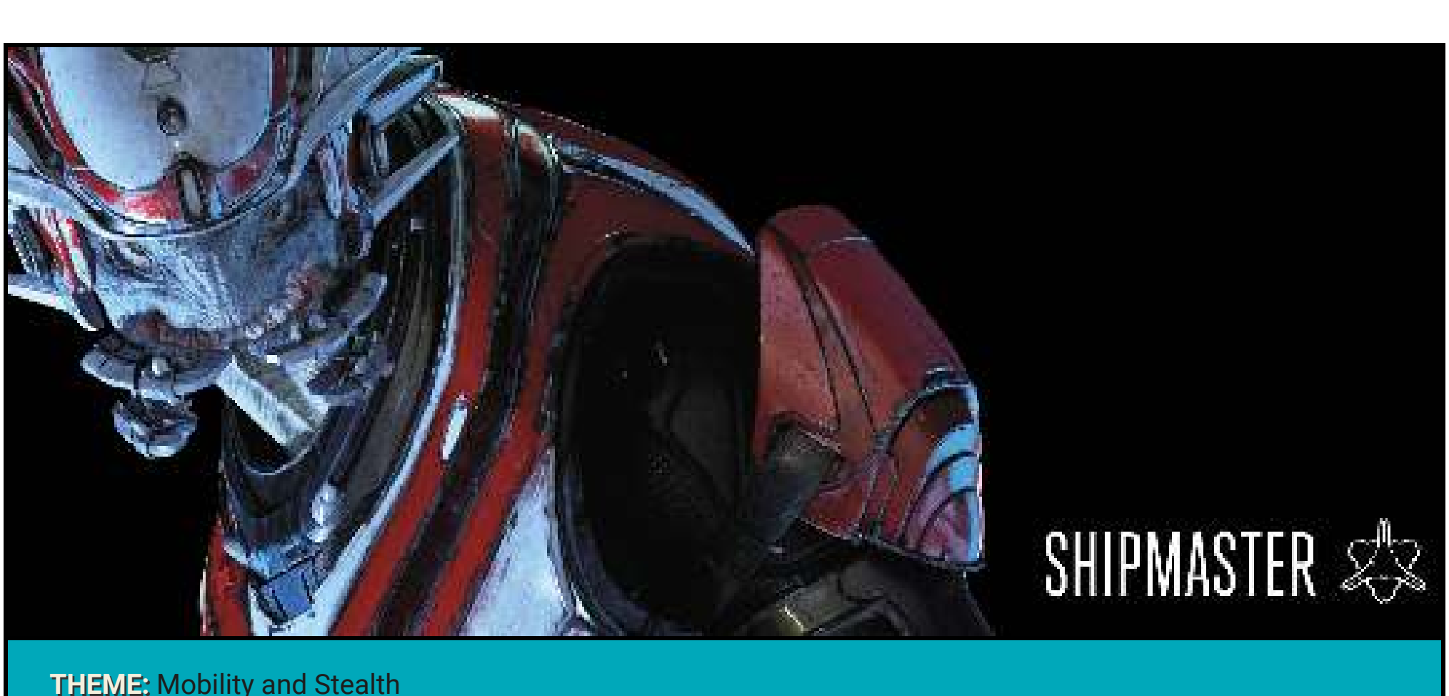
ICON	NAME	DESCRIPTION	COST PER USE	COST PER USE	COST PER USE	COOLDOWN
	Decimus Drop	Drops Decimus into battle.Only one Decimus (per player) can be in use.	10	1000	1000	330s
	Boundless Fury	All units gain a permanent increase to speed and damage.	PASSIVE POWER			

DECIMUS BASICS

Decimus' Leader Powers support an aggressive strategy, making him a top choice for rushing tactics. The Killing Frenzy Leader Power makes early assaults much more effective, and combining Siphon and Fury allows small raiding parties to overcome significant resistance. With proper planning, it's often possible to execute an early push with a handful of scouts and core infantry units—this might not defeat your opponent outright, but it can disrupt whatever plans might be in motion.

Decimus' three passive Powers—Killing Frenzy, Boundless Siphon, and Boundless Fury—work well together. This combination isn't possible until late in a match, but it can allow you to roll right over enemy forces, particularly if you worked to weaken your opponent during the match's early stages. The Tier 5 Decimus Drop Power summons Decimus himself as the only Ultimate unit available to the Banished.

If rushing isn't your first choice—or if a defense-focused opponent forces you to alter strategies—Decimus does have Leader Powers that allow for more measured tactics. Use active Powers like Vortex Lightning, Glassing Beam, and Spirit Assault to support your army as you grow your economy, fortify your base, or focus on researching upgrades. Plus, Decimus' unit-buffing Leader Powers aren't exclusive to offense—they can just as easily be used to help ensure that even a moderately sized army is effective enough to protect your base.



THEME: Mobility and Stealth

ROLE: Economy and Attack

UNIQUE UNITS: Honor Guard (Hero), Ghost

UNIQUE LEADER POWERS

Banished Raid (I/II/III): Increases capture speed for all units and extends line of sight for infantry. Further investments grant speed boosts to various units, and also allow Ghosts to capture points.

Scout Mine (I/II): Deploys a cloaked mine that provides vision near the targeted area.

Extraction (I/II): Teleports targeted units back to your main base and administers emergency healing.

Advanced Cloaking (I/II): Grants Marauders an active cloaking ability and decreases the costs of producing Cloaking Generators and Shrouds. Further investment extends the duration of all cloak abilities and increases the size of the Shroud's cloaking field.

Spirit Support: Delivers a group of specialized units while the transport ship lays down cover fire.

Displacement: Teleports targeted enemies to a designated location.

Mass Cloaking: Gives all your active units a speed boost, a siphon effect, and a cloak for a short amount of time.

Tactical Gateway: Places two connected teleportation nodes that can be used by all players.

The Shipmaster was once a commander in the Covenant but joined the Arbiter in fighting against the Prophets and Brutes when the Covenant broke apart. Left with only his ship and its crew, the Shipmaster resigned himself to life as a mercenary. Eventually, Atriox engaged the Shipmaster's forces to bolster the Banished army—an alliance that has forever tarnished the Shipmaster's name in "proper" Elite culture. The Shipmaster isn't proud of the compromises he's made, but they've allowed him to keep his crew together.

Unlike the Brutes he now serves, the Shipmaster favors speed and subterfuge on the battlefield. Many of his available Powers focus on cloaking abilities and speed boosts, making him particularly good at launching sneak attacks. He's also able to produce Ghost scout units—fast-moving vehicles that replace the Choppers Brute leaders are able to build.

TIER 1 LEADER POWERS

ICON	NAME	DESCRIPTION	COST PER USE	COST PER USE	COST PER USE	COOLDOWN
	Banished Raid I	Increases capture speed for all units. Increases infantry line of sight.	PASSIVE POWER			
	Banished Raid II	Allows Ghosts to capture points.Increases vehicle line of sight.	PASSIVE POWER			
	Banished Raid III	Increases movement speed for Ghosts, Wraiths, Choppers, and Marauders.	PASSIVE POWER			
	Teleport I	Teleports own units within a set range. Does not require line of sight.	—	—	250	165s
	Teleport II	Increases range of Teleport.Increases number of units that can be teleported.	—	—	450	165s

TIER 2 LEADER POWERS

ICON	NAME	DESCRIPTION	COST PER USE	COST PER USE	COST PER USE	COOLDOWN
	Scout Mine I	Drops a cloaked Scout Mine.Mine provides vision within a small area and explodes on contact.	—	25	100	105s
	Scout Mine II	Increases mine damage and vision range.	—	50	200	105s
	Extraction I	Teleports own units to main base.Units heal upon arrival.	—	200	50	210s
	Extraction II	Increases number of units that can be teleported (via enabled toggling between larger/smaller selection radius).Increases healing amount.	—	300	75	210s

TIER 3 LEADER POWERS

ICON	NAME	DESCRIPTION	COST PER USE	COST PER USE	COST PER USE	COOLDOWN
	Glassing Beam I	Fires a controllable plasma beam.Damages all unit types and buildings.	—	150	150	195s
	Glassing Beam II	Increases Glassing Beam size and damage.	—	250	250	195s
	Advanced Cloaking I	Reduces costs for Cloaking Generator and Shroud production.Marauder gains cloaking.	PASSIVE POWER			
	Advanced Cloaking II	Increases duration of all cloaking abilities. Increases size of Shroud's cloaking field.	PASSIVE POWER			

TIER 4 LEADER POWERS

ICON	NAME	DESCRIPTION	COST PER USE	COST PER USE	COST PER USE	COOLDOWN
	Spirit Support	Deploys one Elite Ranger, one Hunter, and two Engineers.Spirit provides prolonged cover fire.	14	850	375	180s
	Displacement	Teleports enemy units.Does not require line of sight.	—	—	500	240s

TIER 5 LEADER POWERS

ICON	NAME	DESCRIPTION	COST PER USE	COST PER USE	COST PER USE	COOLDOWN
	Mass Cloaking	Cloaks all own deployed units.While cloaked, units gain a speed boost and a small siphon effect.	—	1000	250	240s
	Tactical Gateway	Places two connected teleportation nodes.Can be used by all players.	—	—	800	270s

SHIPMASTER BASICS

The bulk of the Shipmaster's Leader Powers support stealth and mobility. Although he's capable of utilizing any basic strategy, he's particularly good at staging ambushes and performing strategic retreats. Whether you want to cripple your opponent's production capabilities or thin out a standing army, the Shipmaster is best suited to hit-and-run tactics.

Ghosts are faster and less expensive than other scout units. This gives the Shipmaster an early edge in reconnaissance and resource collection. Of course, Ghosts are also less durable than other scouts. Remember, there's no shame in retreating from stronger units. The longer you keep your scouts in the field, the fewer resources you need to spend on reconnaissance.

Like Cutter's UNSC Raid Leader Power, the Shipmaster's Banished Raid Power is an excellent investment in any Multiplayer mode. Aside from increasing capture speed, the first rank of Banished Raid improves line of sight for all infantry units. Investing a second Leader Point allows Ghosts to capture points and boosts line of sight for all vehicle units. A fully upgraded Banished Raid increases movement speed for Ghosts, Wraiths, and Marauders. Combine this Power with global vehicle upgrades to produce an exceptionally mobile ground force.

If you plan to make use of the Shipmaster's cloak-related Leader Powers, keep an eye out for detection units. Destroy Watchtowers, Sensor Towers, and any units that can detect cloaked enemies before you attempt to launch a sneak attack. If you deem cloaked attacks to be impractical, focus on other tactics that keep your enemies guessing. The Teleport and Displacement Powers don't require a line of sight—use them to move your own units directly to, or enemy units to or away from (respectively) strategically advantageous positions. Raid an opponent's base, and then use Extraction to recall your assault team when enemy forces respond. The Shipmaster is an expert at surprise attacks; don't let this go to waste.

Overview

STATISTICAL BREAKDOWN

Need to know which Leader Powers best match your play style? Looking for a better understanding of counter-units, economy, or control groups? Or maybe you want to compare costs and build times for all available vehicle upgrades. This section provides a statistical breakdown of the leaders, units, and structures that make up *Halo Wars 2*, plus tips and tactics to give you a head start with each!

Keep in mind that, while the data provided for Captain Cutter and UNSC units matches what you experience during Campaign missions, the bulk of this chapter deals with the leaders and units available in Multiplayer modes.

Building a structure is a fairly simple process—as long as you have a suitable construction site and the required resources, your new structure can be up and running in short order. Of course, determining which structures best support your chosen strategy is considerably more complicated. The structures you build (and the order in which you build them) play an enormous role in determining the size, strength, and nature of your army.

Whether you're establishing a new base or expanding an existing one, it's important to understand the purpose (and strategic advantages) of each structure you can build. Some structures generate essential resources; others help keep hostile forces at bay. Many structures offer specialized units or research that can greatly improve your army's performance.

Structures you own can also be recycled. Recycling allows you to salvage resources as you clear space for new construction. A structure at full health can be recycled for half of its value; as a structure takes damage, it decreases in value. Recycling a structure still under construction yields a full refund of invested resources.

RECYCLE COMMANDS

ICON	NAME	DESCRIPTION
	Recycle Building	Recycle this building to free up a slot and gain back some resources (non-base structures).
	Recycle HQ	Recycle HQ to gain resources (base/minibase structures only).

BASIC STRUCTURE MANAGEMENT

Managing a structure is as easy as opening its menu and selecting the desired option. That being said, there are a few points worth keeping in mind:

Some structures offer units, research, or special commands that only appear during certain game modes, or while you're playing as a specific leader.

Although you can queue up construction orders, a single base can only build one structure at a time.

A single structure can't train units and conduct research at the same time. Consider your immediate needs before you commit to a time-consuming process.

Apart from any time you might have invested, there's no penalty for canceling active research or unit production. As long as you cancel the process before it's complete, you receive a full refund.

Structures operate independently of one another. Queuing up production in one structure doesn't prevent production in another.

Units like Engineers, Nightingales, and fully upgraded Marines can repair damaged structures. Use them to keep your bases in working order.

A MATTER OF TIME

The tables in this chapter contain estimated build times (in seconds) for available structures, units, and research. Remember that, like all listed values, build times are subject to change as the game is updated or rebalanced.

Bases

About Bases

Bases produce inexpensive units, determine your Tech Level, and provide the slots needed to build additional structures. Put plainly: maintaining a functioning base should be your top priority.

In most Multiplayer game modes, you begin a match with a Combat Station (UNSC) or a Stronghold (Banished). In the Campaign, you often start a mission without an existing base. In either case, building on a designated base site always yields your faction's lowest-level base. Luckily, each faction has access to a series of base upgrades. Upgrading a base not only unlocks slots for additional structures, it also increases your Tech Level.

Although specifics vary between factions, your Tech Level helps determine which structures you can build, which units you can train, and which upgrades you can research. If you intend to field the most powerful units your faction offers, plan to raise your Tech Level accordingly.

Your Tech Level never decreases—even if you lose your most advanced base, lower-level bases can still support any advanced structures you've unlocked. That being said, upgrading a base is a costly and time-consuming process, and if a base falls, all the structures attached to it are also destroyed.

THE WAITING GAME

After a base is destroyed, it takes about 25 seconds for the rubble to clear. During this time, the base site cannot support any construction.

In addition to the Recycle HQ command, all bases offer two special commands that determine the behavior of newly trained units. As opposed to the global rally point, setting a local rally point only affects units that emerge from the specified base. Locking down a base prevents new units from exiting the base. This can make it difficult for enemy scouts to determine the size of your army. When you unlock a base, waiting units file out one after another.

SPECIAL BASE COMMANDS

ICON	NAME	DESCRIPTION
	Local Rally Point	(UNSC variant)Set local rally point for new units.
	Local Rally Point	(Banished variant)Set local rally point for new units.
	Lock Down Base	Units are trained as normal but remain inside the base until unlocked.

Bases

UNSC Bases

Assuming you meet the requirements, there are three units that can be trained in any UNSC base.

AVAILABLE UNITS: UNSC BASES

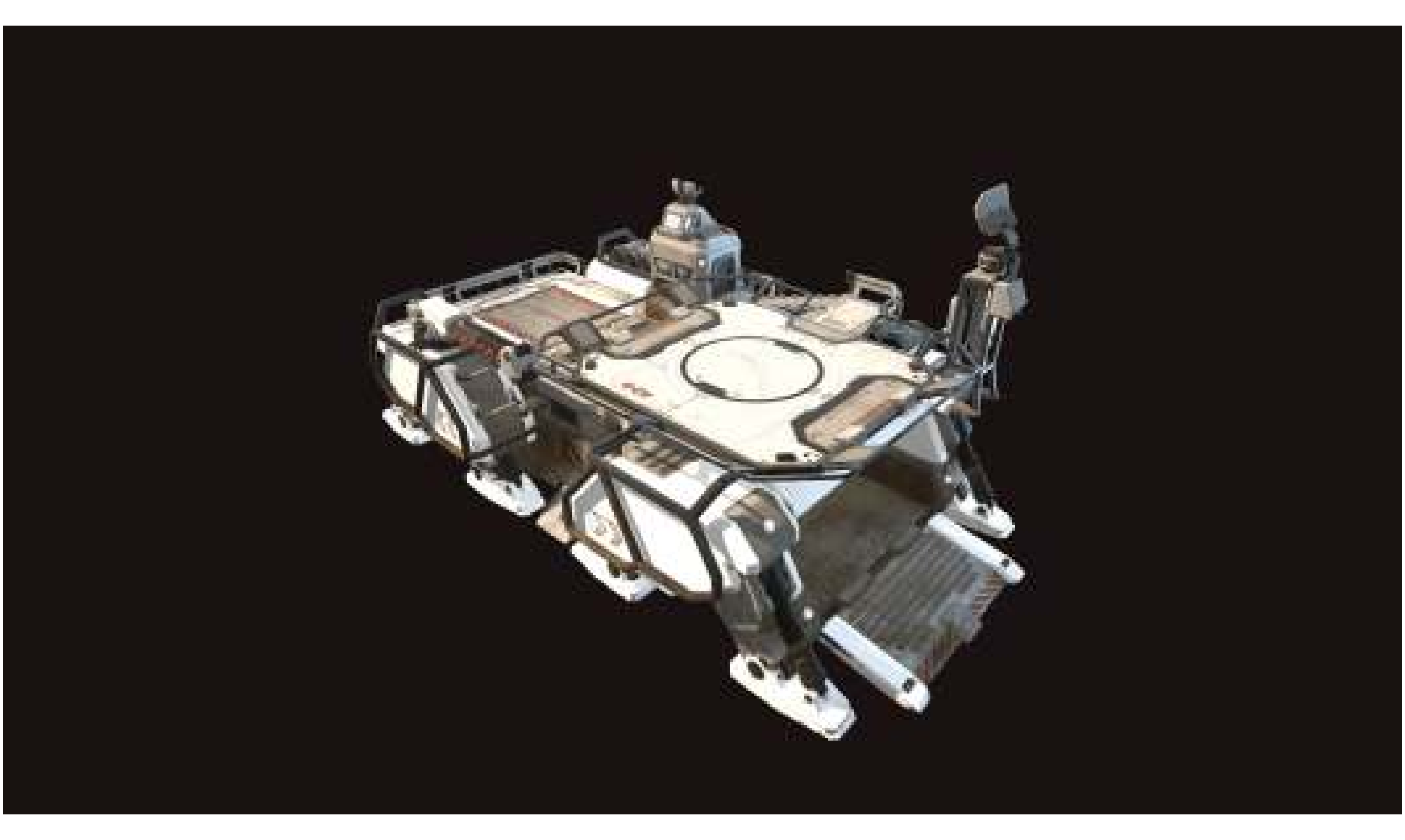
ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Marines	(Core infantry) Flexible ground troops. Quick capture unit.	0	3	150	—	18s
	Jackrabbit	(Scout) Very fast-moving. Can de-capture.	0	2	210	—	21s
	Protector Sentinel	(Core air) Anders only. Sentinel detonation. Sentinel beam. Requires Protector Sentinel Leader Power.	0	4	280	30	25s

Assuming you meet the requirements, there are six upgrades that can be researched in any UNSC base.

AVAILABLE RESEARCH: UNSC BASES

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Grenade Throw	(New ability for Marines) Can throw grenades. Small area attack. Cannot target air.	1	—	—	400	25s
	Combat Tech	(Unit upgrade for Marines) Can repair vehicles, buildings, and air units. Can wield rocket launcher. Requires Grenade Throw.	2	—	—	600	30s
	Mini-Frag Launcher	(Unit upgrade for Jackrabbit) Weaponizes Jackrabbit.	1	—	—	200	25s
	Support Drone	(Unit upgrade for Jackrabbit) Equips drone. Increases line of sight. Detects cloaked units. Heals Jackrabbit. Requires Mini-Frag Launcher.	1	—	—	300	25s
	Drone Escort	(Unit upgrade for Protector Sentinel)Anders only. Increases damage. Increases health. Unlocks Lockdown Bolt active ability. Requires Protector Sentinel Leader Power.	2	—	—	500	30s
	Defense Grid	(Unit upgrade for Protector Sentinel) Anders only. Increases speed. Detonates on destruction. Requires Drone Escort. Requires Protector Sentinel Leader Power.	3	—	—	600	35s

FIREBASE (LEVEL 0)



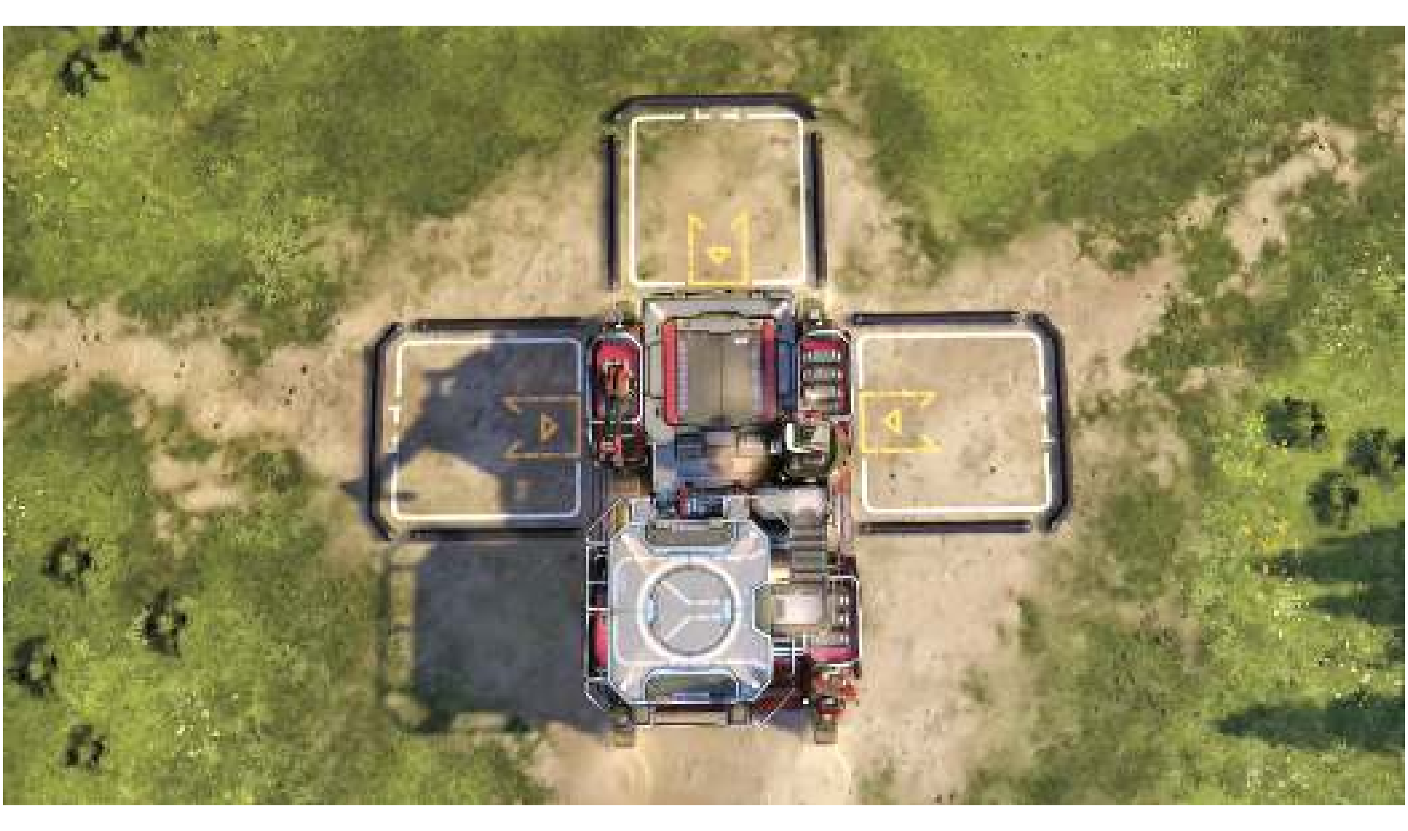
Primary Role: Core Infantry/Scout Creation

Global Upgrades: Tech Level (via base upgrade)

Production: Marines, Jackrabbit, Protector Sentinel (Anders only)

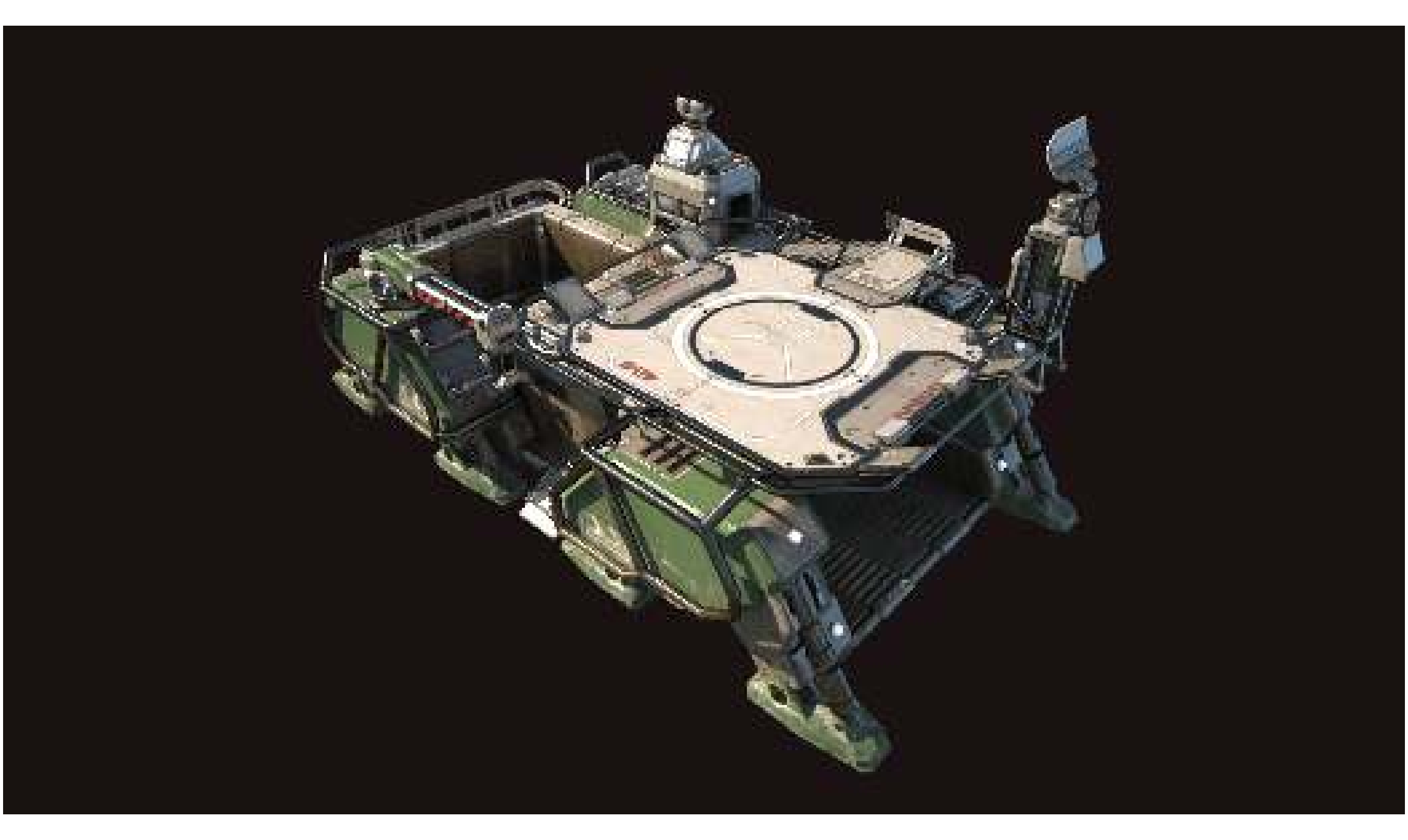
FIREBASE CONSTRUCTION

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Firebase	(Base structure) Produces vehicles and infantry. Three building slots. No Turret sites.	0	—	500	200	60s



The Firebase is the only UNSC structure you can build on an open base site. It offers no Turret sites, but it does include three slots for additional structures. If you haven't already reached Tech Level 1, you can do so by upgrading a Firebase to a Combat Station.

COMBAT STATION (LEVEL 1)



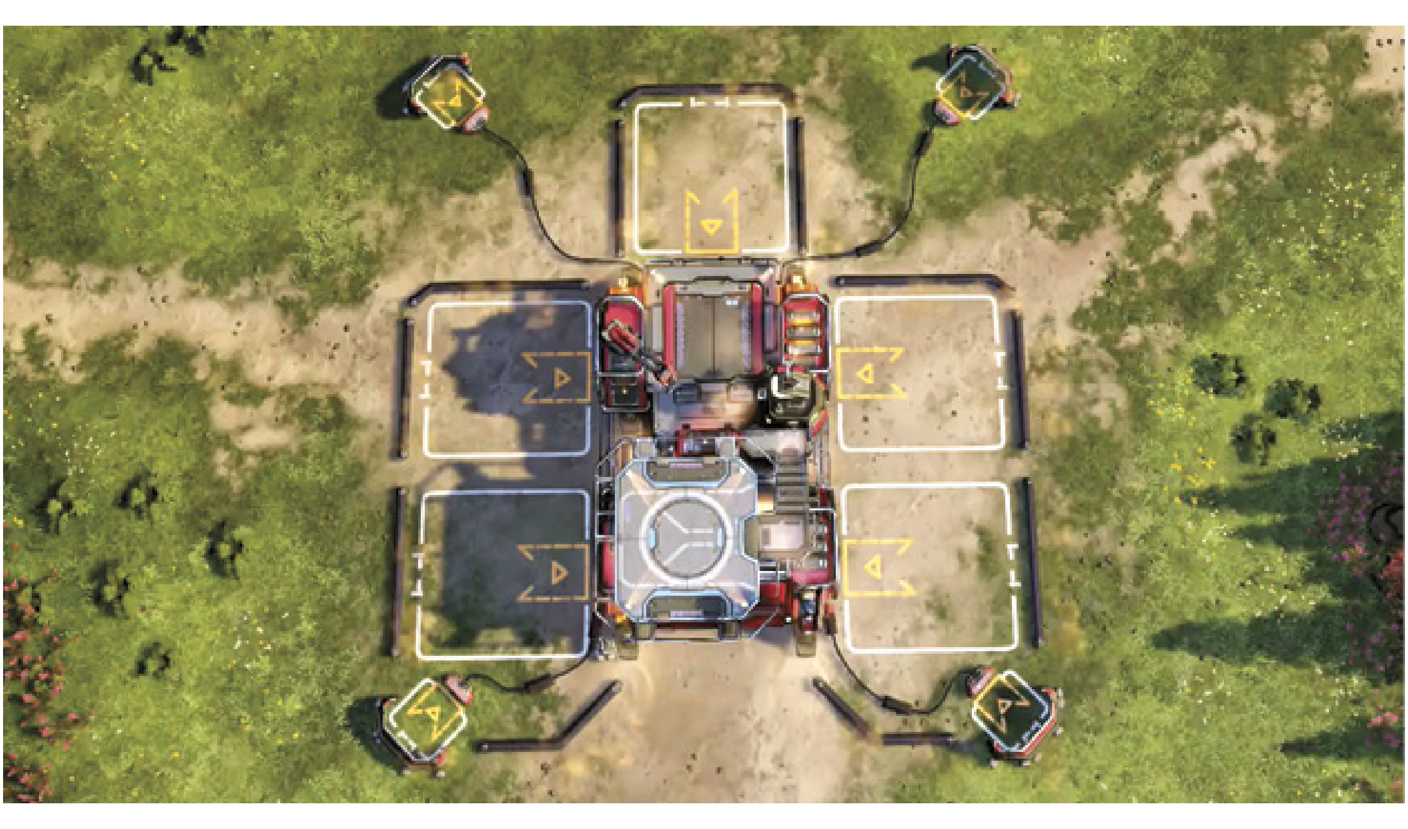
Primary Role: Core Infantry/Scout Creation

Global Upgrades: Tech Level (via base upgrade)

Production: Marines, Jackrabbit, Protector Sentinel (Anders only)

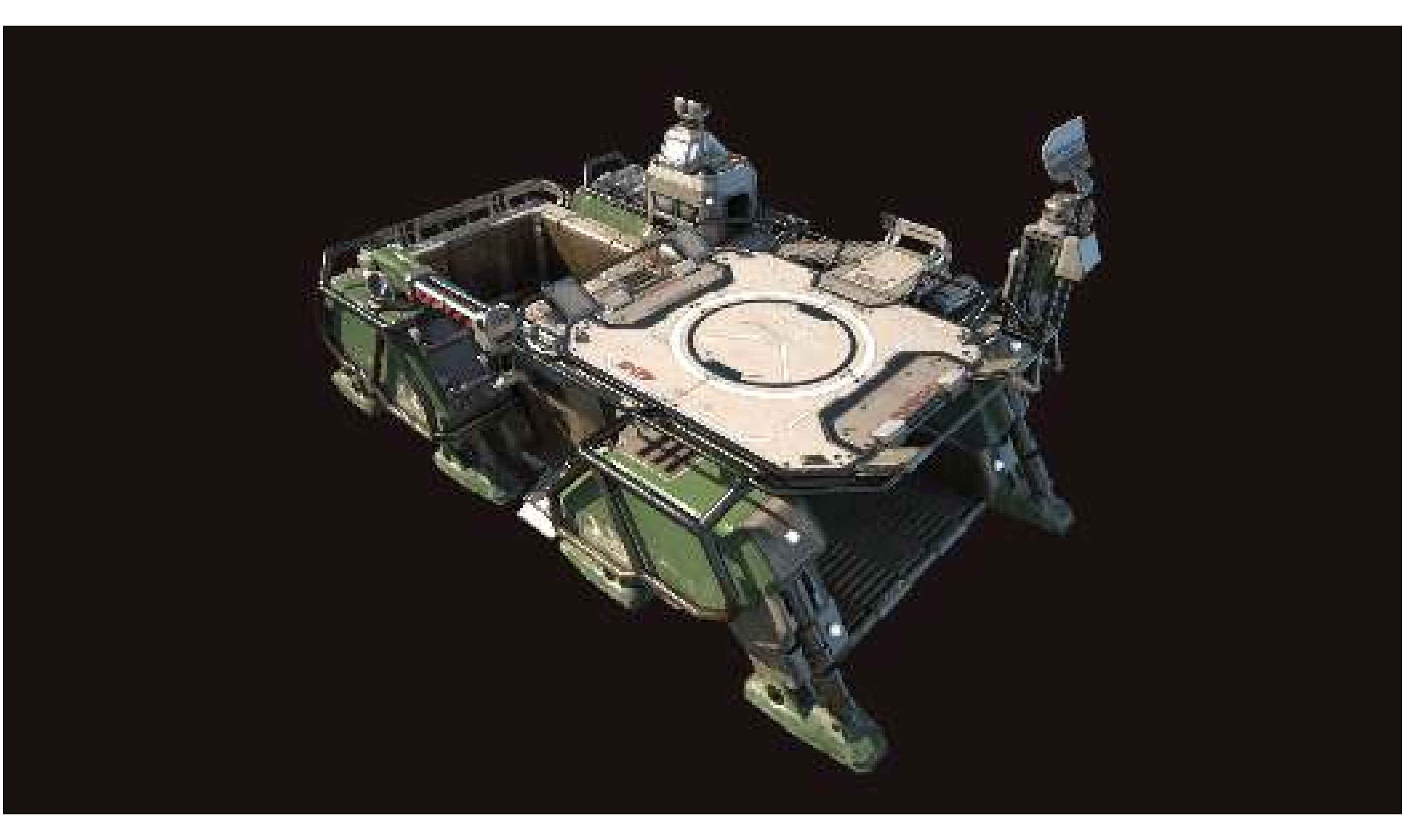
COMBAT STATION UPGRADE

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Upgrade to Combat Station	(Base upgrade) Upgraded from Firebase. Produces vehicles and infantry. Supports four Turret emplacements.	0	—	—	400	50s



The Combat Station offers four Turret sites and a total of five slots for additional structures. Gaining your first Combat Station also unlocks Tech Level 1 units and research.

COMMAND CENTER (LEVEL 2)



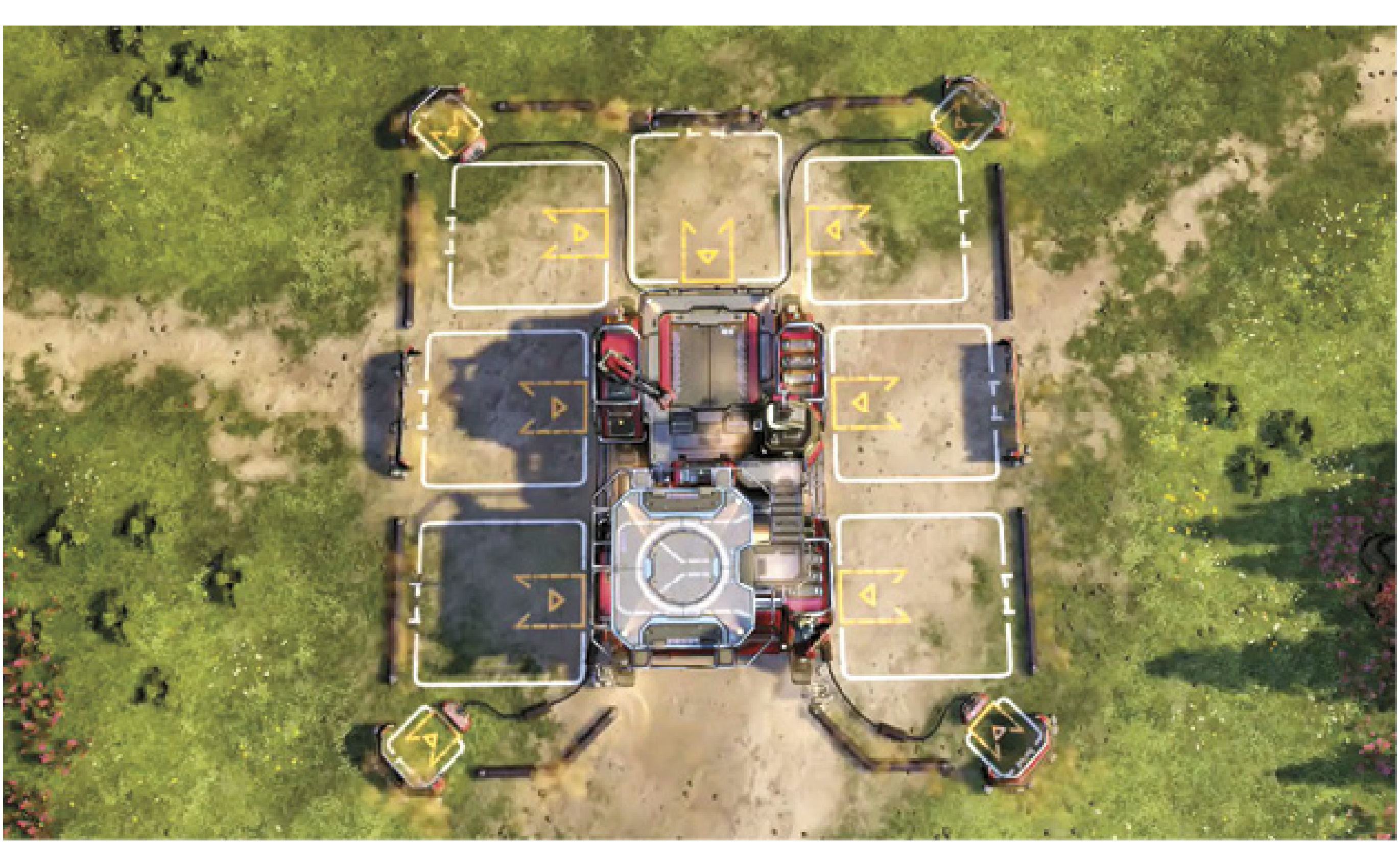
Primary Role: Core Infantry/Scout Creation

Global Upgrades: Tech Level (via base upgrade)

Production: Marines, Jackrabbit, Protector Sentinel (Anders only)

COMMAND CENTER UPGRADE

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Upgrade to Command Center	(Base upgrade) Upgraded from Combat Station. Produces vehicles and infantry. Unlocks Tech Level 2.	1	—	—	1000	35s



The Command Center offers four Turret sites and a total of seven slots for additional structures. Gaining your first Command Center also unlocks Tech Level 2 units and research.

HEADQUARTERS (LEVEL 3)

Primary Role: Core Infantry/Scout Creation

Global Upgrades: None

Production: Marines, Jackrabbit, Protector Sentinel (Anders only)

HEADQUARTERS UPGRADE

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Upgrade to Headquarters	(Base upgrade) Upgraded from Command Center. Produces vehicles and infantry. Unlocks Tech Level 3. Top base structure.	2	—	—	1500	50s

Like the Command Center, the Headquarters offers four Turret sites and a total of seven slots for additional structures. Gaining your first Headquarters unlocks Tech Level 3 units and research.

Bases

Banished Bases

Your choice of Banished leader determines which units can be built at your bases. There are a total of three units that can be trained in any Banished base, but no leader has access to all of them.

AVAILABLE UNITS: BANISHED BASES

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Grunts	(Core infantry) Cheap and expendable. Low POP count. Quick capture unit.	0	2	100	—	13s
	Chopper	(Scout) Fast-moving. Can ram enemies.	1	3	270	—	23s
	Ghost	(Scout) Shipmaster only. Very fast-moving. Can ram enemies. Replaces the Chopper.	1	3	250	—	23s

Your choice of Banished leader determines which upgrades can be researched at your bases. There are four upgrades that can be researched at any Banished base, but no leader has access to all of them.

AVAILABLE RESEARCH: BANISHED BASES

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Shrapnel Mines	(New ability for Grunts) Deploys mines that damage and slow enemies.	1	—	—	300	25s
	Pack Brother	(Unit upgrade for Grunts) Additional Brute and Grunt join the squad. Requires Shrapnel Mines.	2	—	—	550	30s
	Shrapnel Rounds	(Weapon upgrade for Chopper) Adds explosive rounds. Detects cloaked units.	1	—	—	450	30s
	Vehicle Shielding	(Unit upgrade for Ghost) Shipmaster only. Gains a shield. Detects cloaked units.	1	—	—	450	30s

OUTPOST (LEVEL 0)

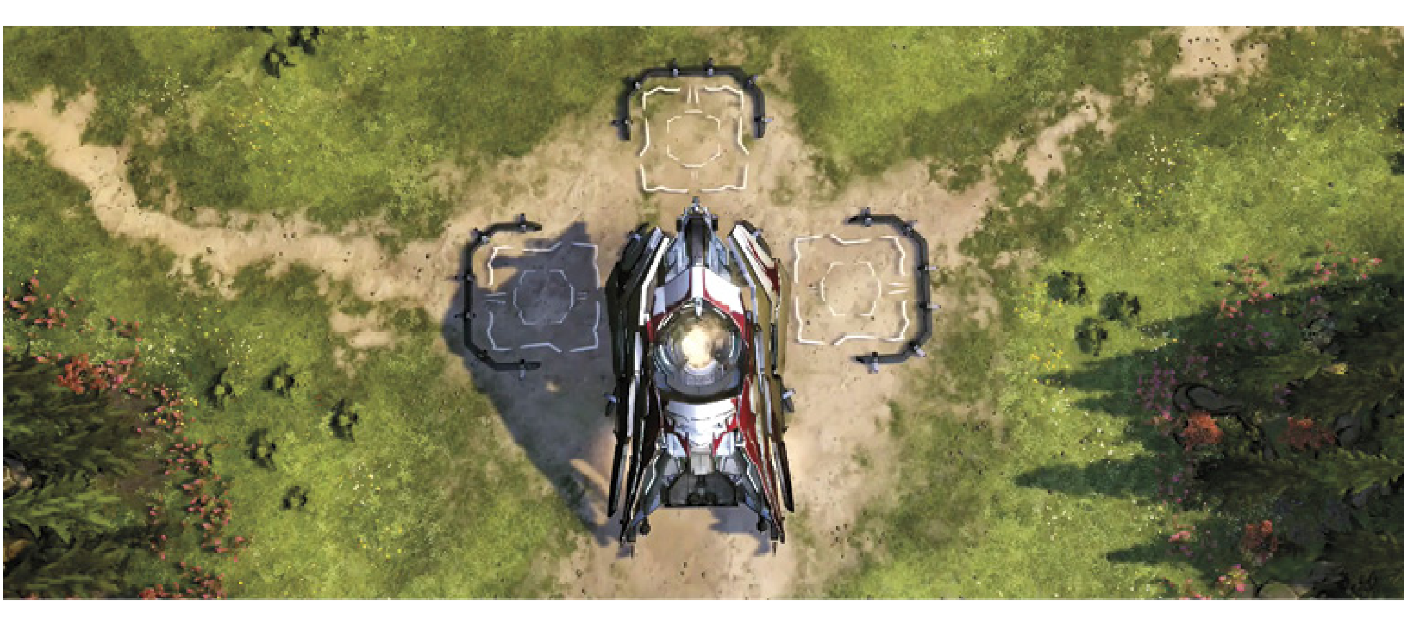
Primary Role: Core Infantry/Scout Creation

Global Upgrades: Tech Level (via base upgrade)

Production: Grunts, Chopper, Ghost (Shipmaster only)

OUTPOST CONSTRUCTION

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Outpost	(Base structure) Forward base. Three building slots. No Turret sites.	1	—	500	200	60s



The Outpost is the only Banished structure you can build on an open base site. It offers no Turret sites, but it does include three slots for additional structures. If you haven't already reached Tech Level 1, you can do so by upgrading an Outpost to a Stronghold.

STRONGHOLD (LEVEL 1)

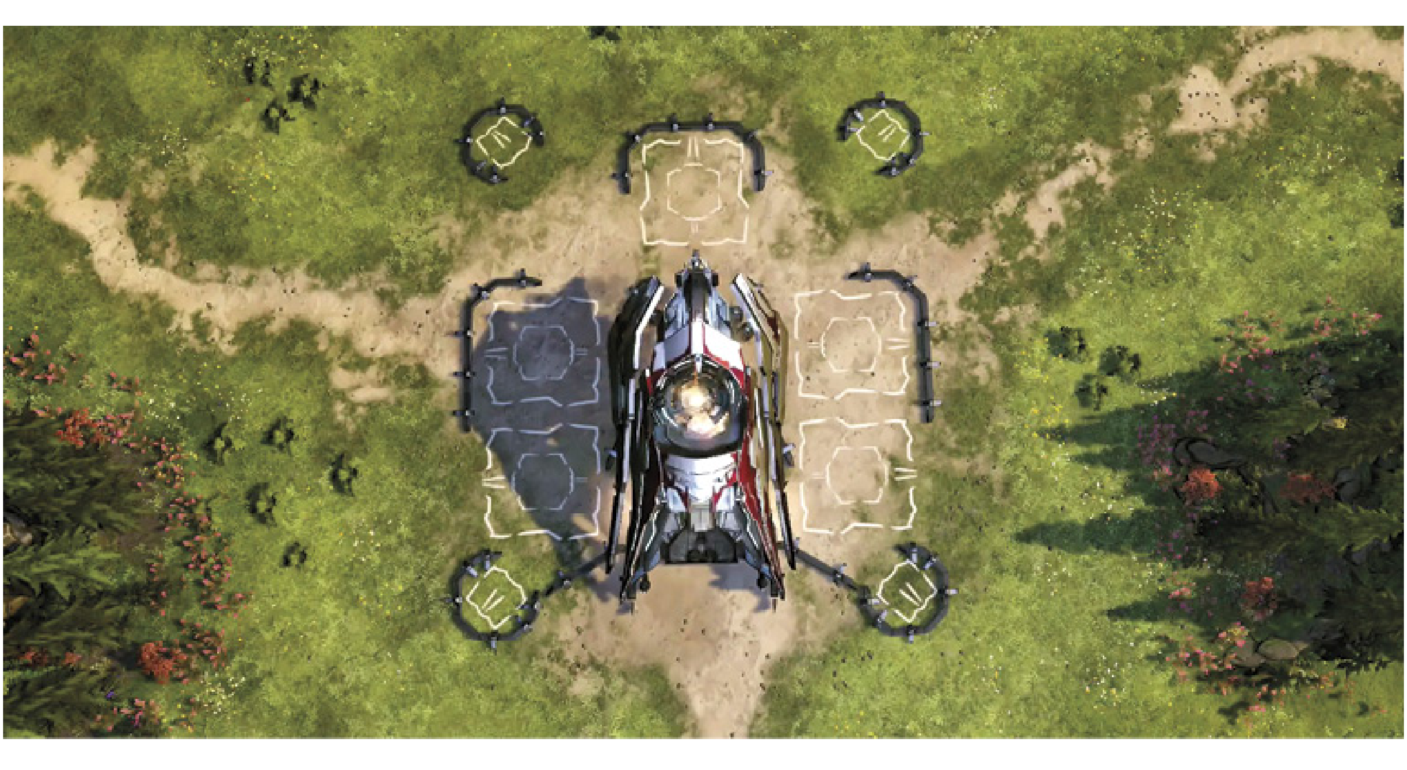
Primary Role: Core Infantry/Scout Creation

Global Upgrades: Tech Level (via base upgrade)

Production: Grunts, Chopper, Ghost (Shipmaster only)

STRONGHOLD UPGRADE

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Upgrade to Stronghold	(Base upgrade) Upgraded from Outpost. Produces vehicles and infantry. Supports four Turret emplacements.	0	—	—	400	50s



The Stronghold offers four Turret sites and a total of five slots for additional structures. Gaining your first Stronghold also unlocks Tech Level 1 units and research.

> ### ONE OF THESE STRONGHOLDS IS NOT LIKE THE OTHER!
>
> The Banished Stronghold is not the same as the Strongholds featured in the Strongholds game mode!

CITADEL (LEVEL 2)

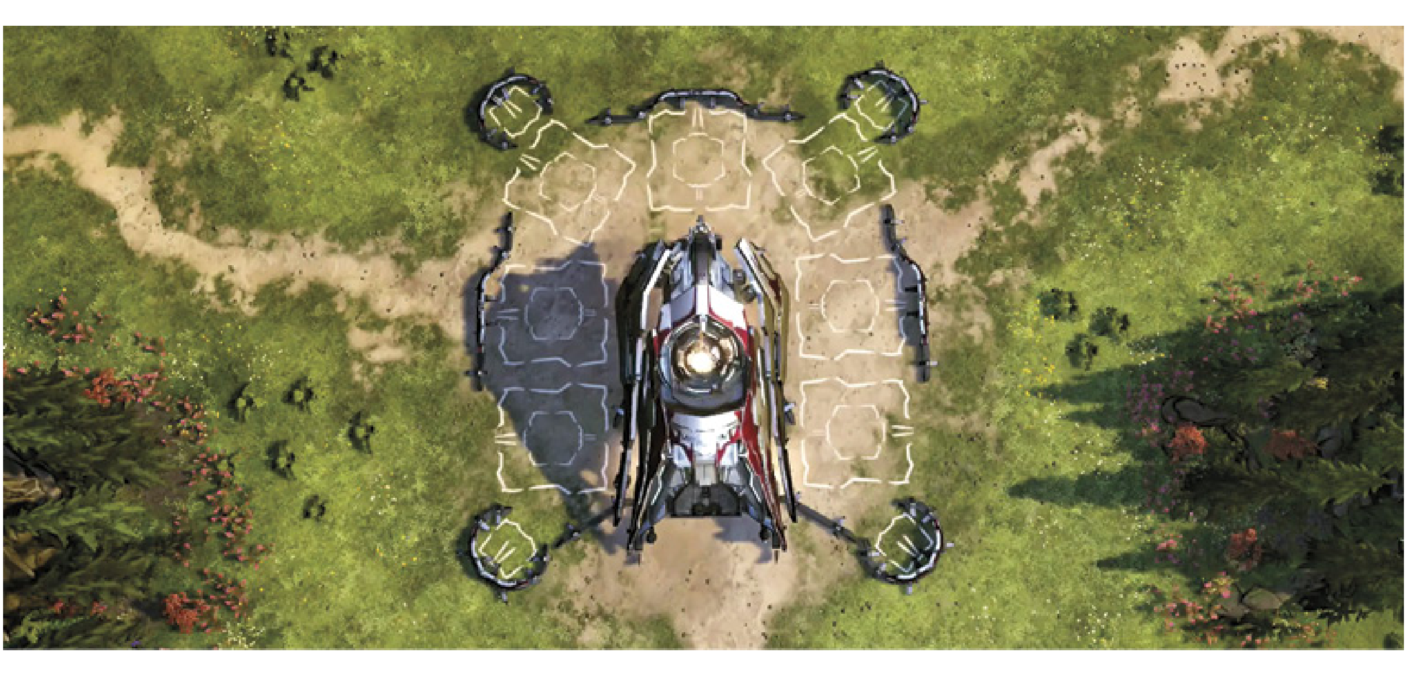
Primary Role: Core Infantry/Scout Creation

Global Upgrades: Tech Level (via base upgrade)

Production: Grunts, Chopper, Ghost (Shipmaster only)

CITADEL UPGRADE

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Upgrade to Citadel	(Base upgrade) Upgraded from Stronghold. Produces vehicles and infantry. Unlocks Tech Level 2.	1	—	—	1000	35s



The Citadel offers four Turret sites and a total of seven slots for additional structures. Gaining your first Citadel also unlocks Tech Level 2 units and research.

FORTRESS (LEVEL 3)

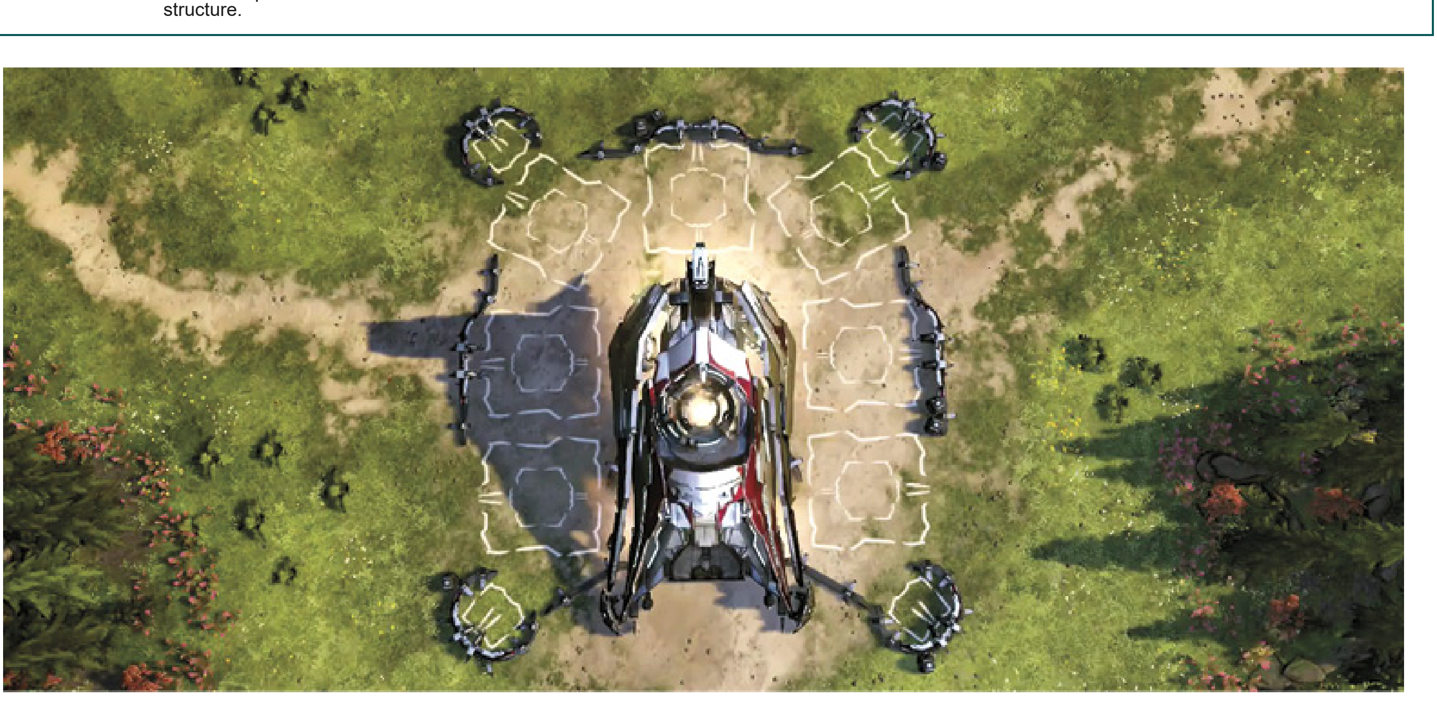
Primary Role: Core Infantry/Scout Creation

Global Upgrades: None

Production: Grunts, Chopper, Ghost (Shipmaster only)

FORTRESS UPGRADE

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Upgrade to Fortress	(Base upgrade) Upgraded from Citadel. Produces vehicles and infantry. Unlocks Tech Level 3. Top base structure.	2	—	—	1500	50s



Like the Citadel, the Fortress offers four Turret sites and a total of seven slots for additional structures. Gaining your first Fortress unlocks Tech Level 3 units and research.

About Minibases

Minibases are smaller command structures that offer limited functionality. Minibases cannot be upgraded, and they don't offer any of the research found in a full-sized base. However, minibases can train the same units found in larger bases, and they feature all the same special commands.

There are two types of minibases: One-Slot Minibases (which offer a single slot for an additional structure) and Two-Slot Minibases (which offer two slots). The type of minibase you can build is indicated by the outline of the minibase slot in question.

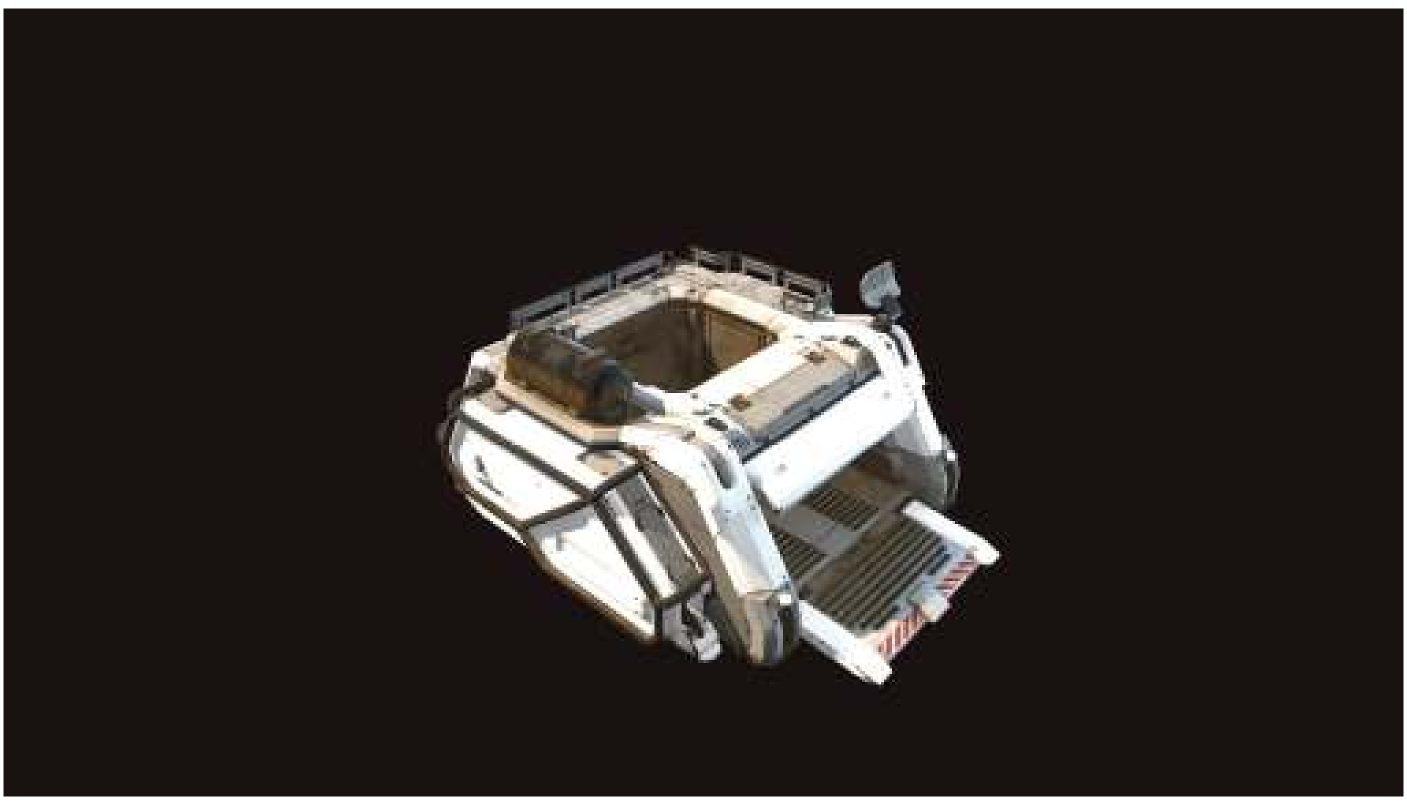
When deciding whether to invest in a minibase, consider the following points:

- Minibases can be a big help in boosting production. When construction is complete, use the available slot(s) to harvest additional resources or supplement unit creation.
- Minibases offer no Turret sites. If a minibase is performing a vital task, make sure you're prepared to actively defend it.
- Sites for One-Slot Minibases are far more common than those for Two-Slot Minibases. In a given Multiplayer map, it can be very helpful to know the type (and number) of minibase slots available.
- Depending on the selected options, minibases can count as HQs in a game of Deathmatch.

Minibases

UNSC Minibases

ONE-SLOT MINIBASE



Primary Role: Expansion

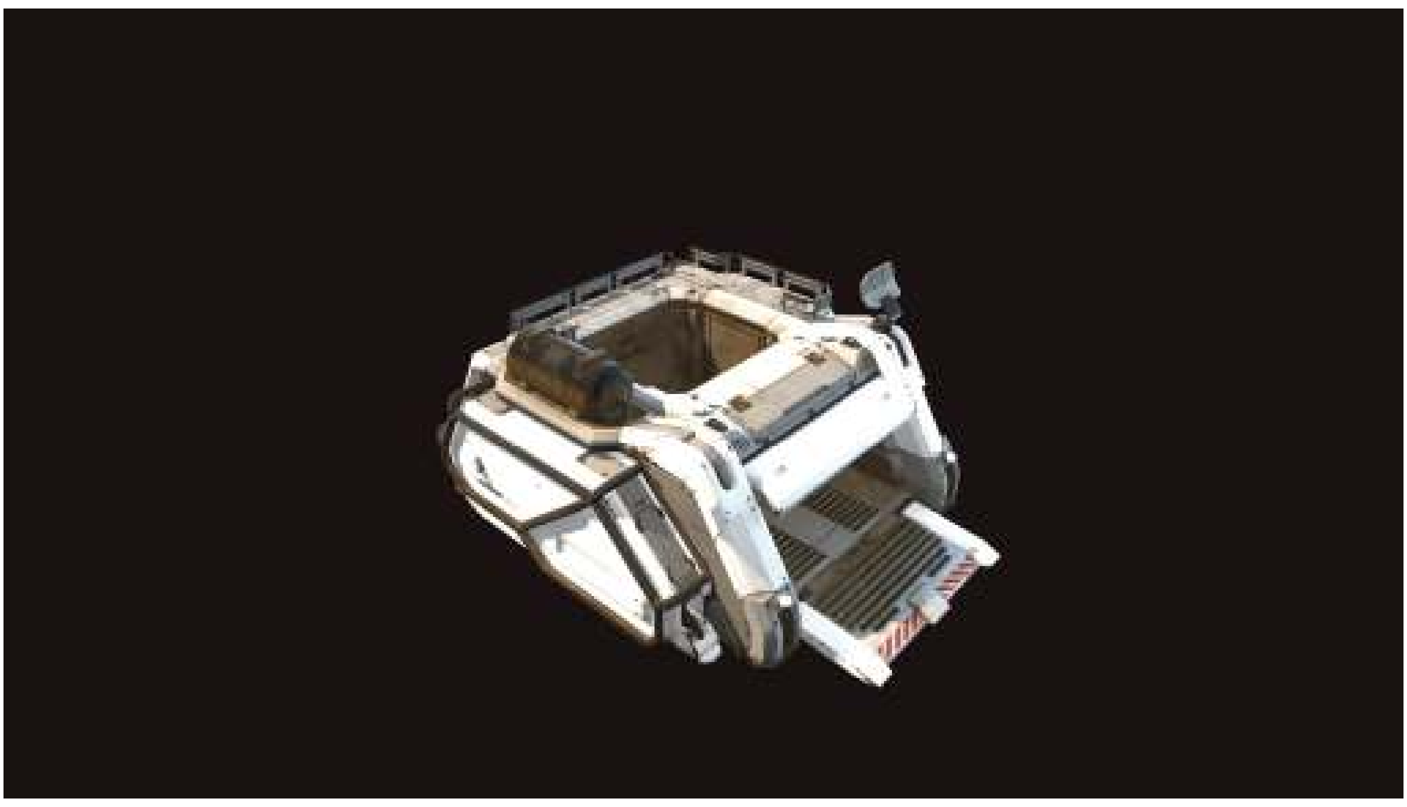
Global Upgrades: None

Production: Marines, Jackrabbit, Protector Sentinel (Anders only)

ONE-SLOT MINIBASE CONSTRUCTION

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	One-Slot Minibase	Builds core units. One slot for building.	0	—	200	—	30s

TWO-SLOT MINIBASE



Primary Role: Expansion

Global Upgrades: None

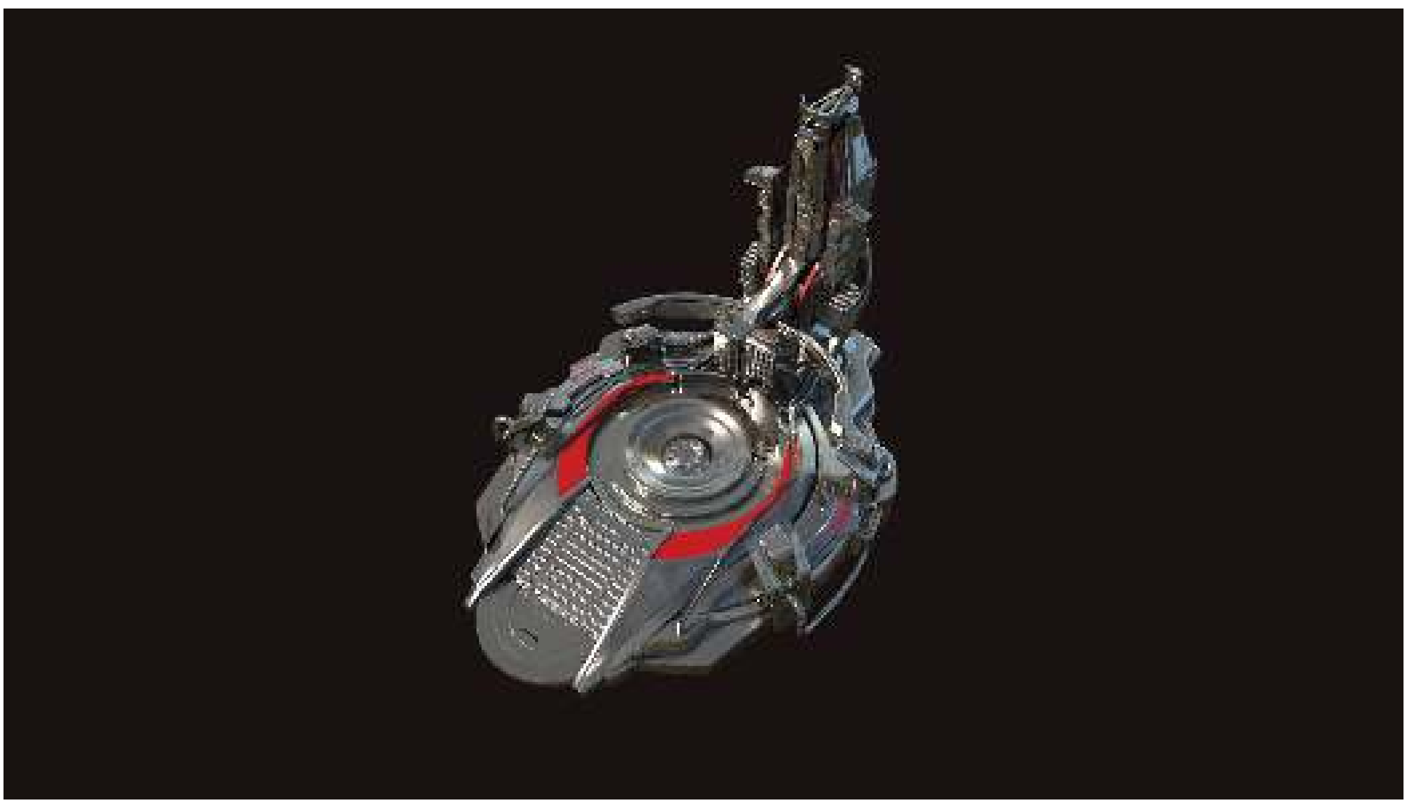
Production: Marines, Jackrabbit, Protector Sentinel (Anders only)

TWO-SLOT MINIBASE CONSTRUCTION

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Two-Slot Minibase	Builds core units. Two slots for buildings.	0	—	300	—	30s

Banished Minibases

ONE-SLOT MINIBASE



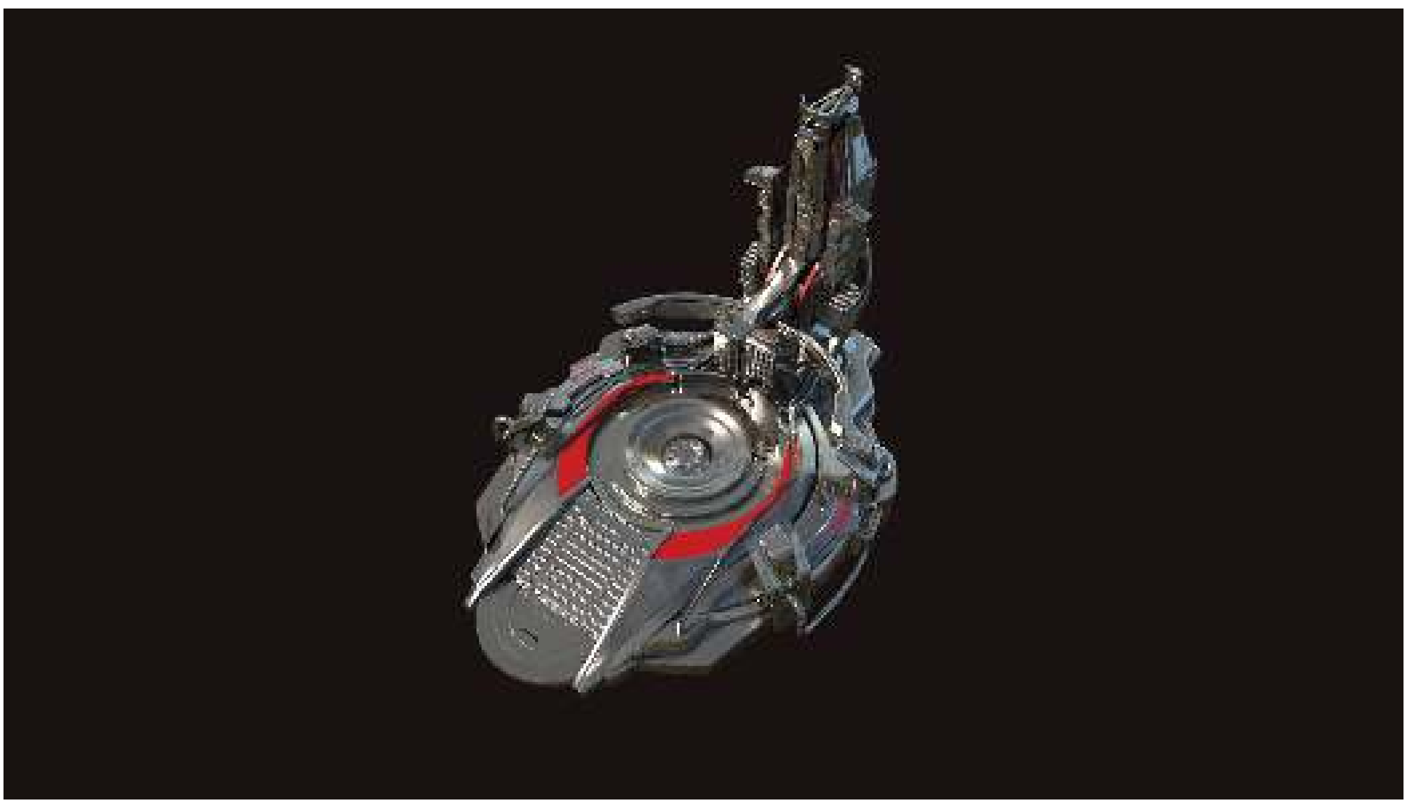
Primary Role: Expansion

Global Upgrades: None

Production: Grunts, Chopper, Ghost (Shipmaster only)

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	One-Slot Minibase	Builds core units. One slot for building.	0	—	200	—	30s

TWO-SLOT MINIBASE

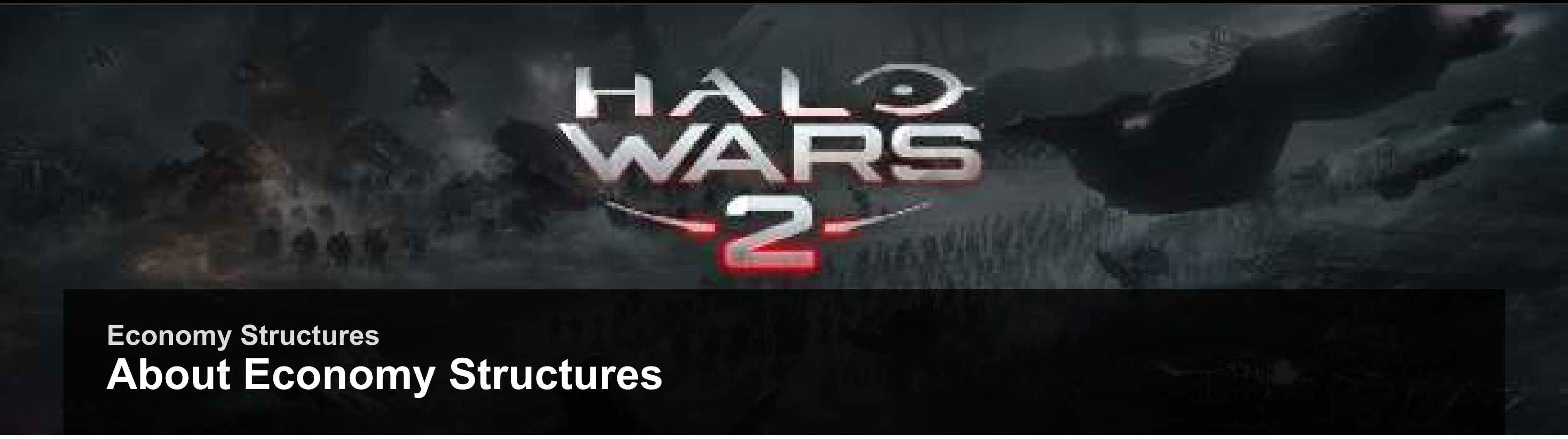


Primary Role: Expansion

Global Upgrades: None

Production: Grunts, Chopper, Ghost (Shipmaster only)

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Two-Slot Minibase	Builds core units. Two slots for buildings.	0	—	300	—	30s



Economy Structures

About Economy Structures

Economy structures produce the resources needed for research, unit production, and active Leader Powers. Upgrading an economy structure doubles its effectiveness, but a single economy structure can only be upgraded once.

During some game modes, economy buildings offer additional commands. Select these options to donate the corresponding resources to an ally of your choice:

- Commands related to Supply can be found in Supply Pads, Heavy Supply Pads, Harvesters, and Augmented Harvesters.
- Commands related to Power can be found in Generators, Advanced Generators, Power Extractors, and Augmented Extractors.

SPECIAL ECONOMY COMMANDS

ICON	NAME	DESCRIPTION	TECH LEVEL	👤 REQUIREMENTS	▣ REQUIREMENTS	⊙ REQUIREMENTS	TIME
	Give Supplies	Gives 200 Supply to the indicated ally.	0	—	300	—	—
	Give Supplies	Gives 200 Supply to the indicated ally.	0	—	300	—	—
	Give Power	Gives 200 Power to the indicated ally.	0	—	—	300	—
	Give Power	Gives 200 Power to the indicated ally.	0	—	—	300	—

UNSC Economy Structures

SUPPLY PAD

Primary Role: Supply Generation

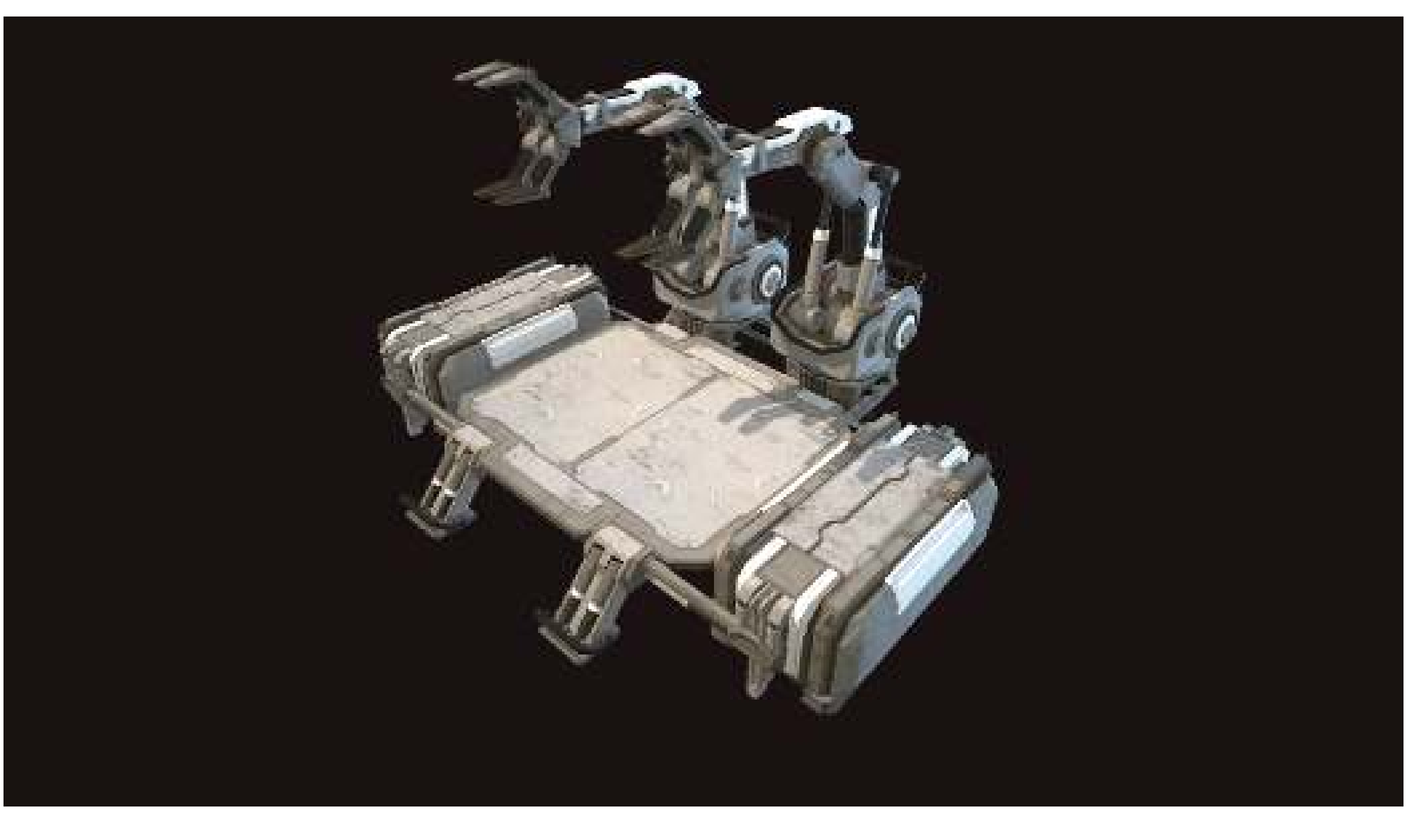
Global Upgrades: None

Production: 2.7 Supply per second

SUPPLY PAD CONSTRUCTION

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Supply Pad	Produces 2.7 Supply per second. Can be upgraded to Heavy Supply Pad.	0	—	150	—	20s

HEAVY SUPPLY PAD



Primary Role: Supply Generation

Global Upgrades: None

Production: 4.3 Supply per second

HEAVY SUPPLY PAD CONSTRUCTION

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Upgrade to Heavy Supply Pad	Produces 4.3 Supply per second. Cannot be upgraded.	1	—	—	200	15s

GENERATOR

Primary Role: Power Generation

Global Upgrades: None

Production: Three Power per second

GENERATOR CONSTRUCTION

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Generator	Produces three Power per second. Can be upgraded to Advanced Generator.	0	—	200+	—	20s

RISING COSTS: GENERATORS

For each Generator you own, the cost of constructing a new Generator increases by 300 Supply. The first Generator you build requires an investment of 200 Supply, your second Generator costs 500 Supply, and so on.

Investing in the Advanced Generator upgrade has no effect on the cost of building a new Generator. If an existing Generator (or Advanced Generator) is destroyed, the cost of building a new Generator is lowered by 300 Supply.

ADVANCED GENERATOR

Primary Role: Power Generation

Global Upgrades: None

Production: Six Power per second

ADVANCED GENERATOR UPGRADE

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Upgrade to Advanced Generator	Produces six Power per second. Cannot be upgraded.	1	—	—	300	25s

HARVESTER

Primary Role: Supply Generation

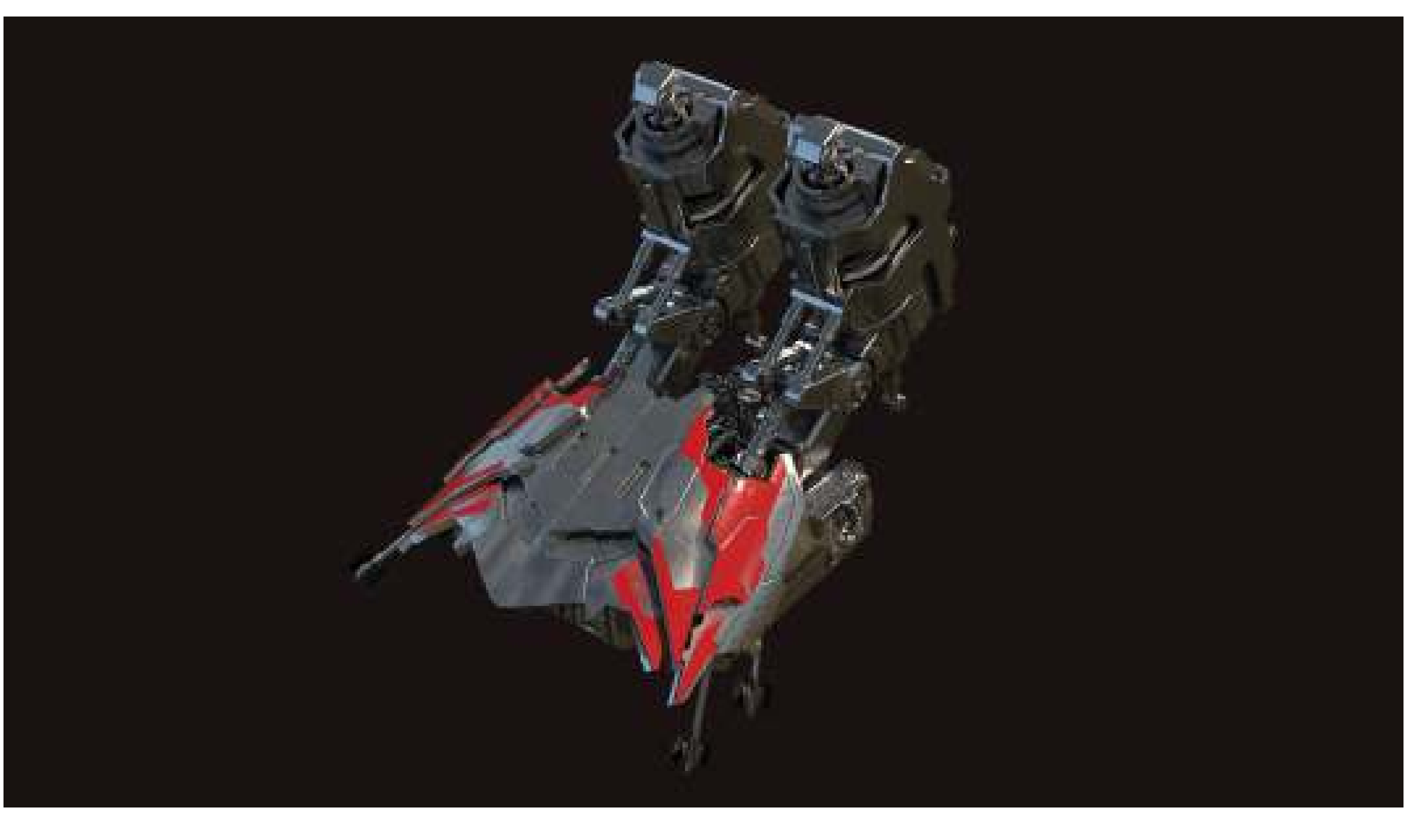
Global Upgrades: None

Production: 2.7 Supply per second

HARVESTER CONSTRUCTION

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Harvester	Produces 2.7 Supply per second. Can be upgraded to Augmented Harvester.	0	—	150	—	20s

AUGMENTED HARVESTER



STRUCTURE UPGRADE:

Primary Role: Supply Generation

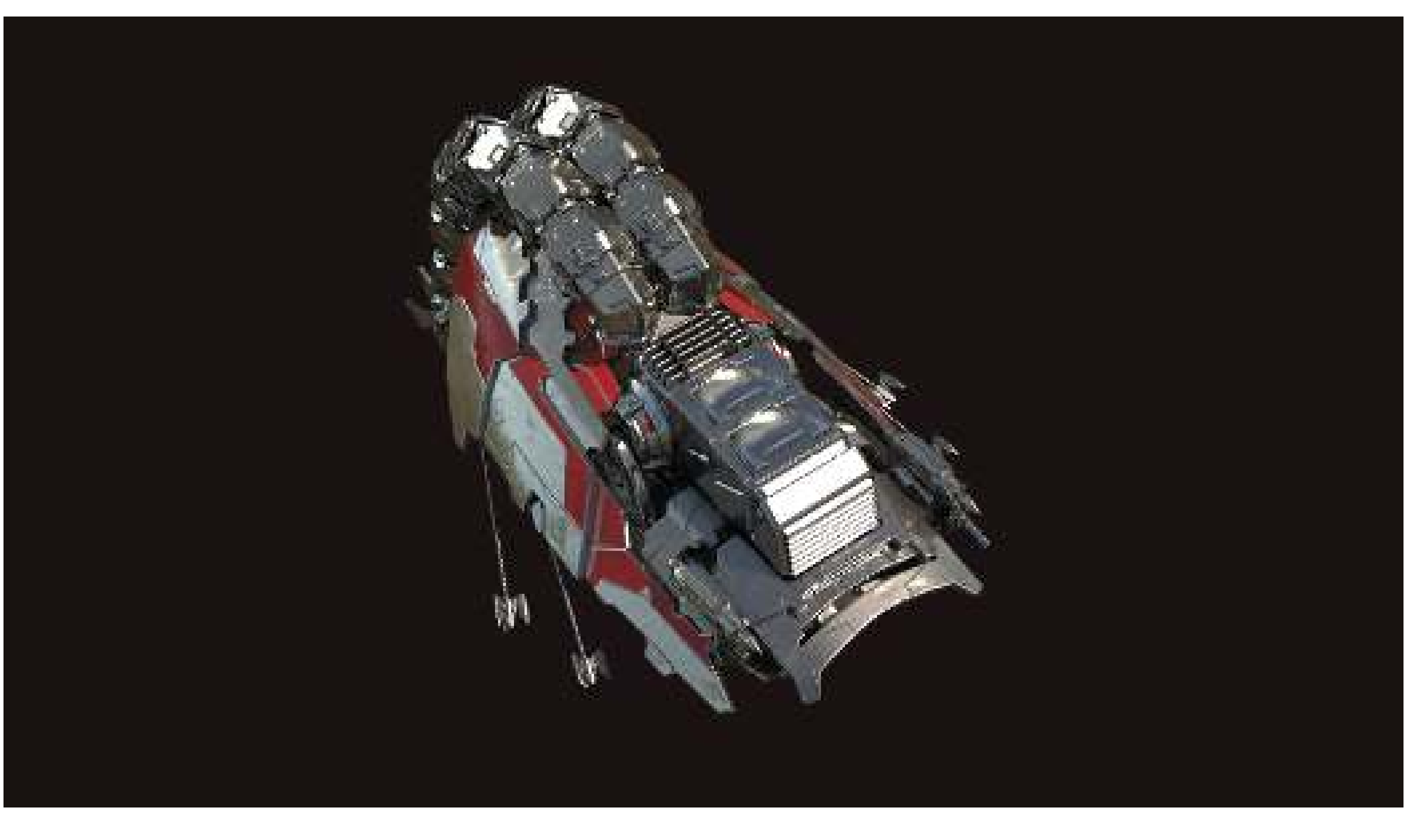
Global Upgrades: None

Production: 4.3 Supply per second

AUGMENTED HARVESTER UPGRADE

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Upgrade to Augmented Harvester	Produces 4.3 Supply per second. Cannot be upgraded.	1	—	—	200	15s

POWER EXTRACTOR



Primary Role: Power Generation

Global Upgrades: None

Production: Three Power per second

POWER EXTRACTOR REQUIREMENTS

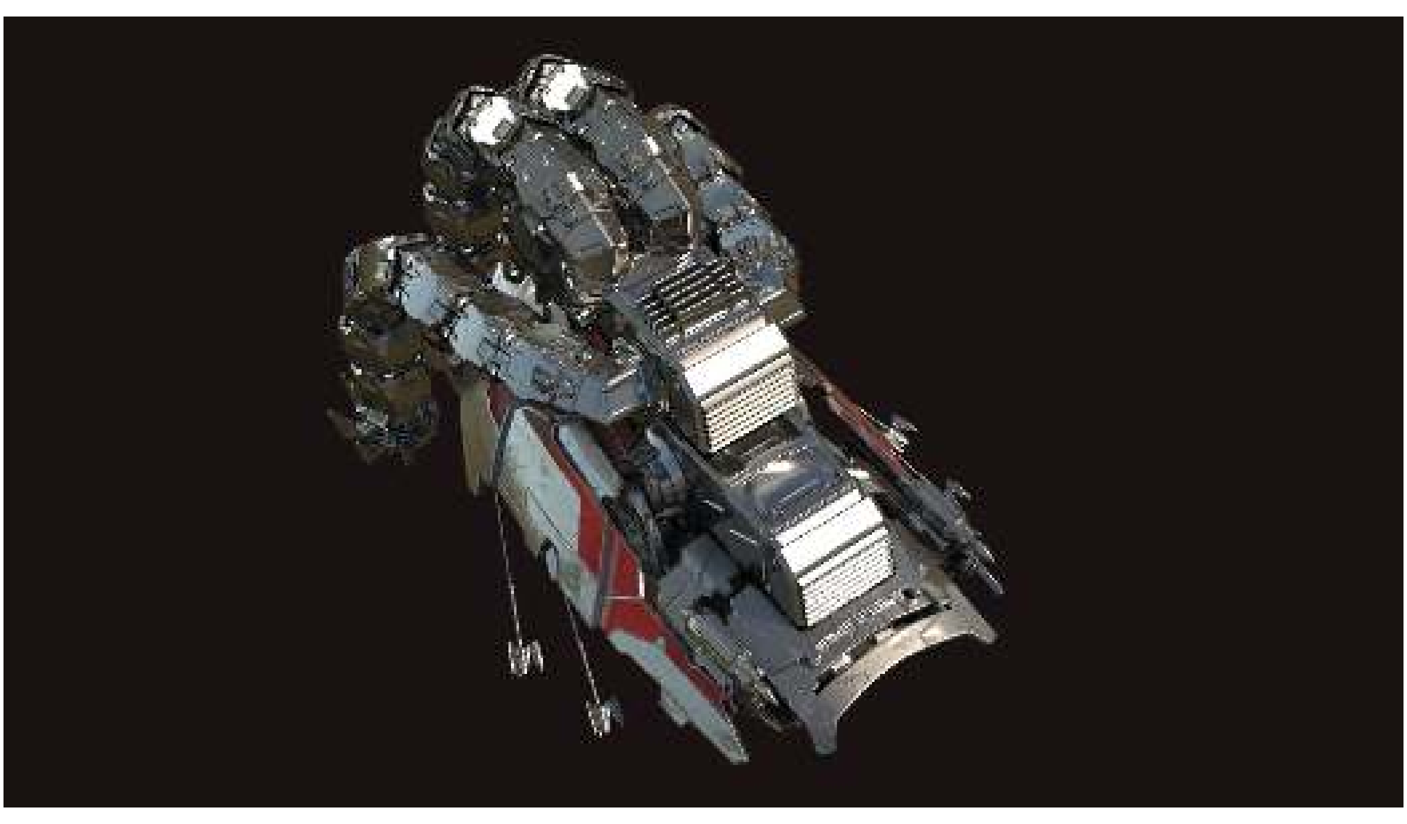
ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Power Extractor	Produces three Power per second. Can be upgraded to Augmented Extractor.	0	—	200+	—	20s

RISING COSTS: POWER EXTRACTORS

For each Power Extractor you own, the cost of constructing a new Power Extractor increases by 300 Supply. The first Power Extractor you build requires an investment of 200 Supply, your second Power Extractor costs 500 Supply, and so on.

Investing in the Augmented Extractor upgrade has no effect on the cost of building a new Power Extractor. If an existing Power Extractor (or Augmented Extractor) is destroyed, the cost of building a new Power Extractor is lowered by 300 Supply.

AUGMENTED EXTRACTOR



Primary Role: Power Generation

Global Upgrades: None

Production: Six Power per second

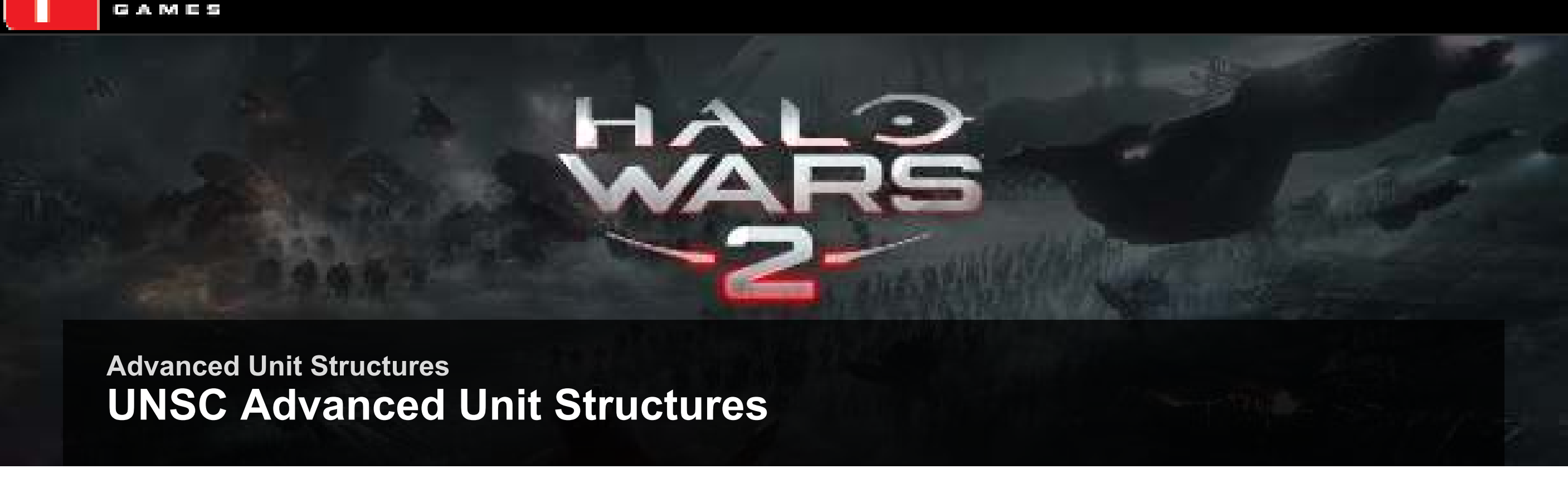
AUGMENTED EXTRACTOR UPGRADE

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Upgrade to Augmented Extractor	Produces six Power per second. Cannot be upgraded.	1	—	—	300	25s

Advanced Unit Structures

About Advanced Unit Structures

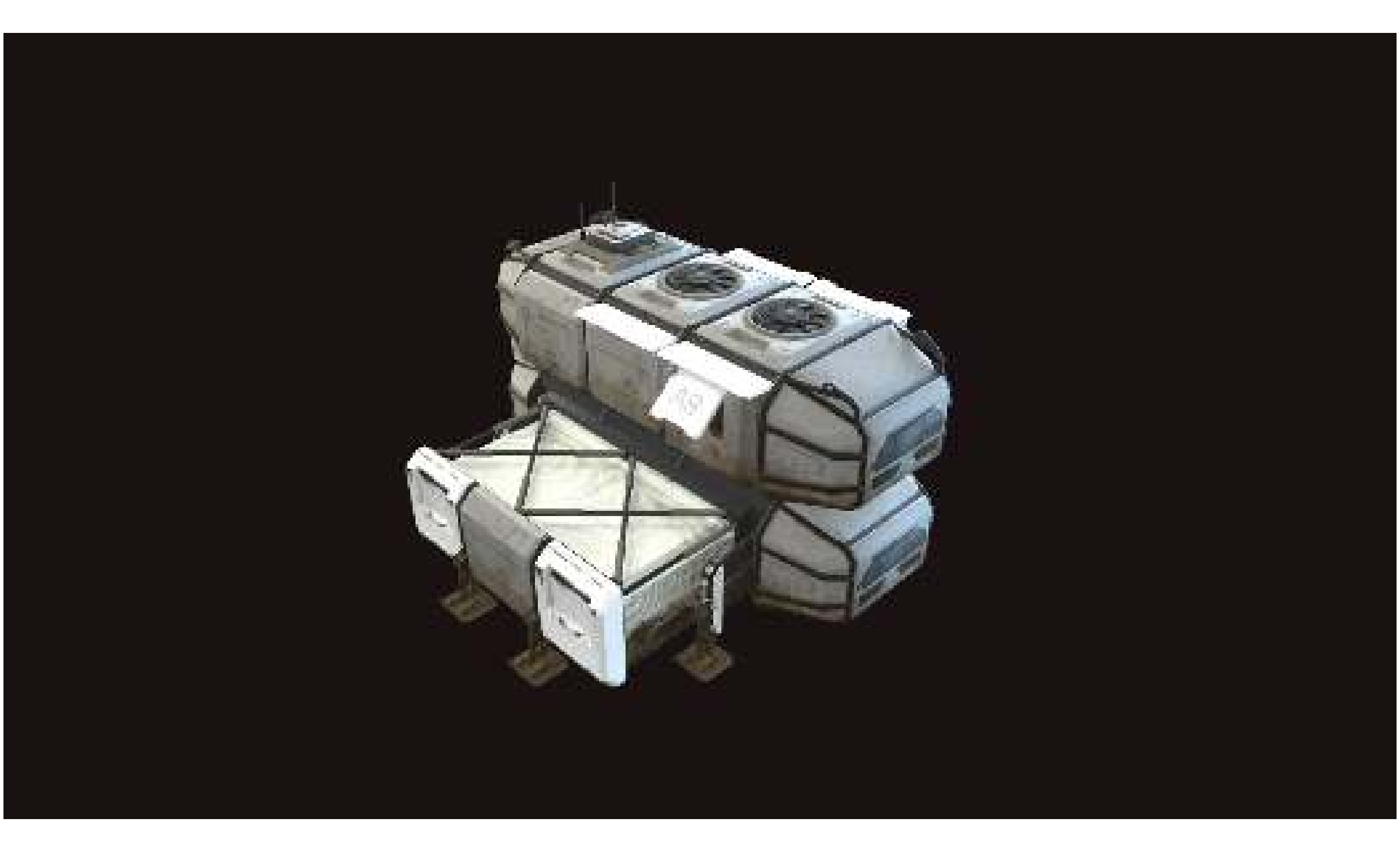
In addition to supporting economy structures, a base’s building slots can accommodate a variety of structures designed to produce and improve advanced units. Most of these structures also offer global upgrades that benefit units, structures, and more.



Advanced Unit Structures

UNSC Advanced Unit Structures

BARRACKS



Primary Role: Advanced Infantry Creation

Global Upgrades: Infantry Upgrade I/II/III

Production: Hellbringers, Sniper, Cyclops

BARRACKS CONSTRUCTION

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Barracks	(Advanced infantry) Produces and upgrades anti-infantry and anti-vehicle units.	0	—	150	—	25s

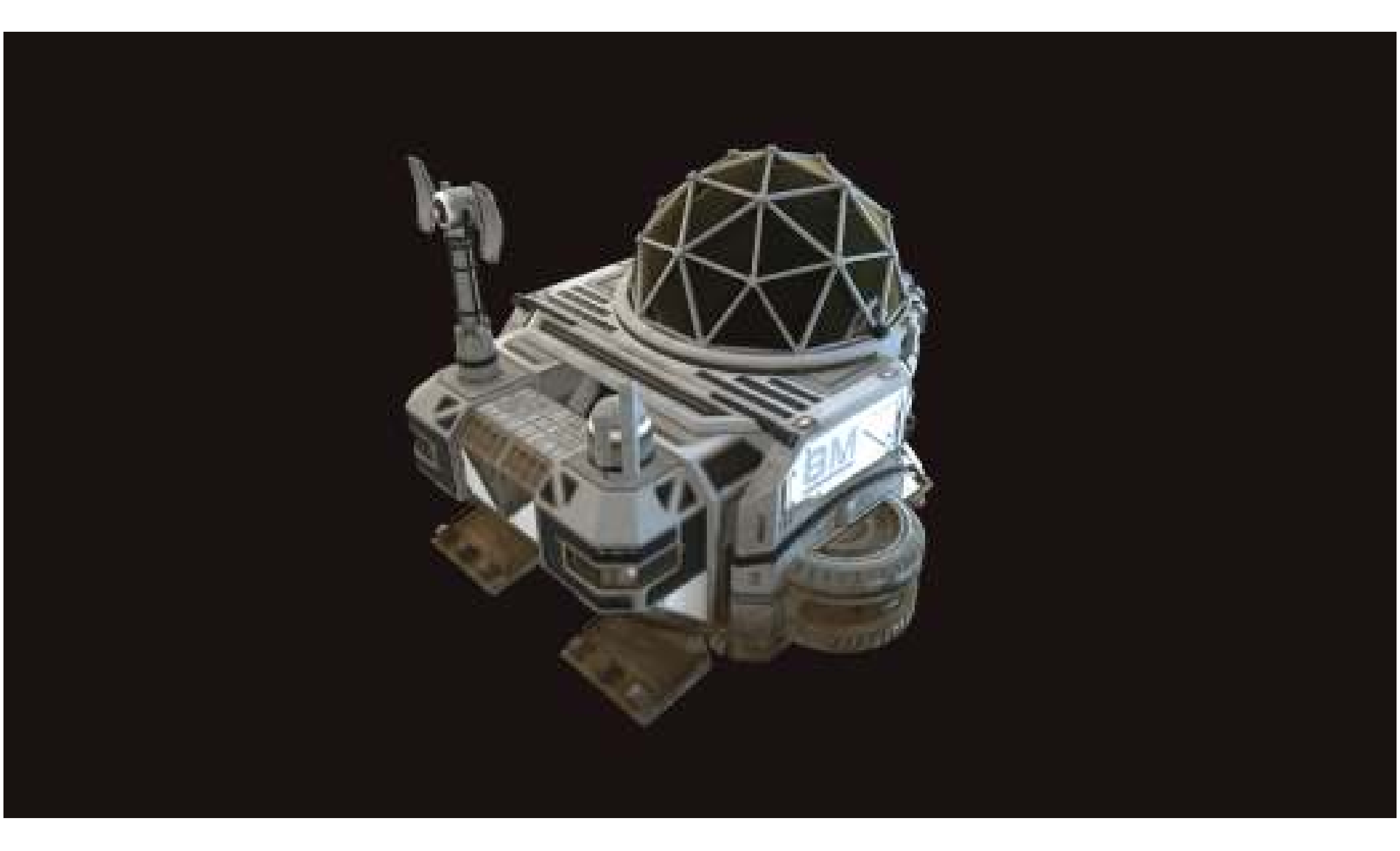
AVAILABLE UNITS

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Hellbringers	(Anti-infantry) Effective against infantry. Strong rush unit. Good against buildings. Cannot attack air.	0	3	80	50	16s
	Sniper	(Anti-infantry) Very long range. Detects cloaked units.	1	4	75	150	25s
	Cyclops	(Anti-vehicle) Fast-moving. Heavy armor. Cannot attack air.	2	4	120	150	15s

AVAILABLE RESEARCH

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Infantry Upgrade I	(All infantry) 10% damage boost. 10% health boost.	1	—	—	400	60s
	Infantry Upgrade II	(All infantry) 20% damage boost. 20% health boost. Requires Infantry Upgrade I.	2	—	—	600	80s
	Infantry Upgrade III	(All infantry) 30% damage boost. 30% health boost. Requires Infantry Upgrade II.	3	—	—	800	100s
	Dispersion Nozzles	(Weapon upgrade for Hellbringers) Sets ground on fire.	2	—	—	600	30s
	Active Camo	(New ability for Sniper) Conceals unit from enemy units without detection abilities.	2	—	—	400	30s
	Stanchion Sniper System	(Weapon upgrade for Sniper) Increases damage. Requires Active Camo.	3	—	—	700	30s
	Shock Rounds	(Weapon upgrade for Cyclops) Shots slow vehicles. Increases damage.	3	—	—	700	30s

ARMORY



Primary Role: Hero/Super Unit Creation

Global Upgrades: Fortify Base I/II/III, Advanced Logistics I/II/III, Reinforcements I/II

Production: Jerome-092 (Cutter only), Alice-130 (Isabel only), Douglas-042 (Anders only), Condor Gunship

ARMORY CONSTRUCTION

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Armory	Builds Hero and Super units. Researches global upgrades for increased POP limit, unit-creation speed, and base defense.	1	—	125	—	30s

AVAILABLE UNITS

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Jerome-092	(Hero) Cutter only. Ranged Hero. Ground Pound area attack. Limited to one active Hero.	1	—	500	400	40s
	Alice-130	(Hero) Isabel only. Ranged Hero. Ground Pound area attack. Limited to one active Hero.	1	—	500	400	40s
	Douglas-042	(Hero) Anders only. Ranged Hero. Ground Pound area attack. Limited to one active Hero.	1	—	500	400	40s
	Condor Gunship	(Super unit) Targets multiple units. Devastating attack. Very heavy armor.	3	40	2000	2000	120s

DLC HERO UNIT

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Forge's Warthog	(Hero) Forge only. Improved Warthog. Protection nanobots.	1	—	500	400	45s

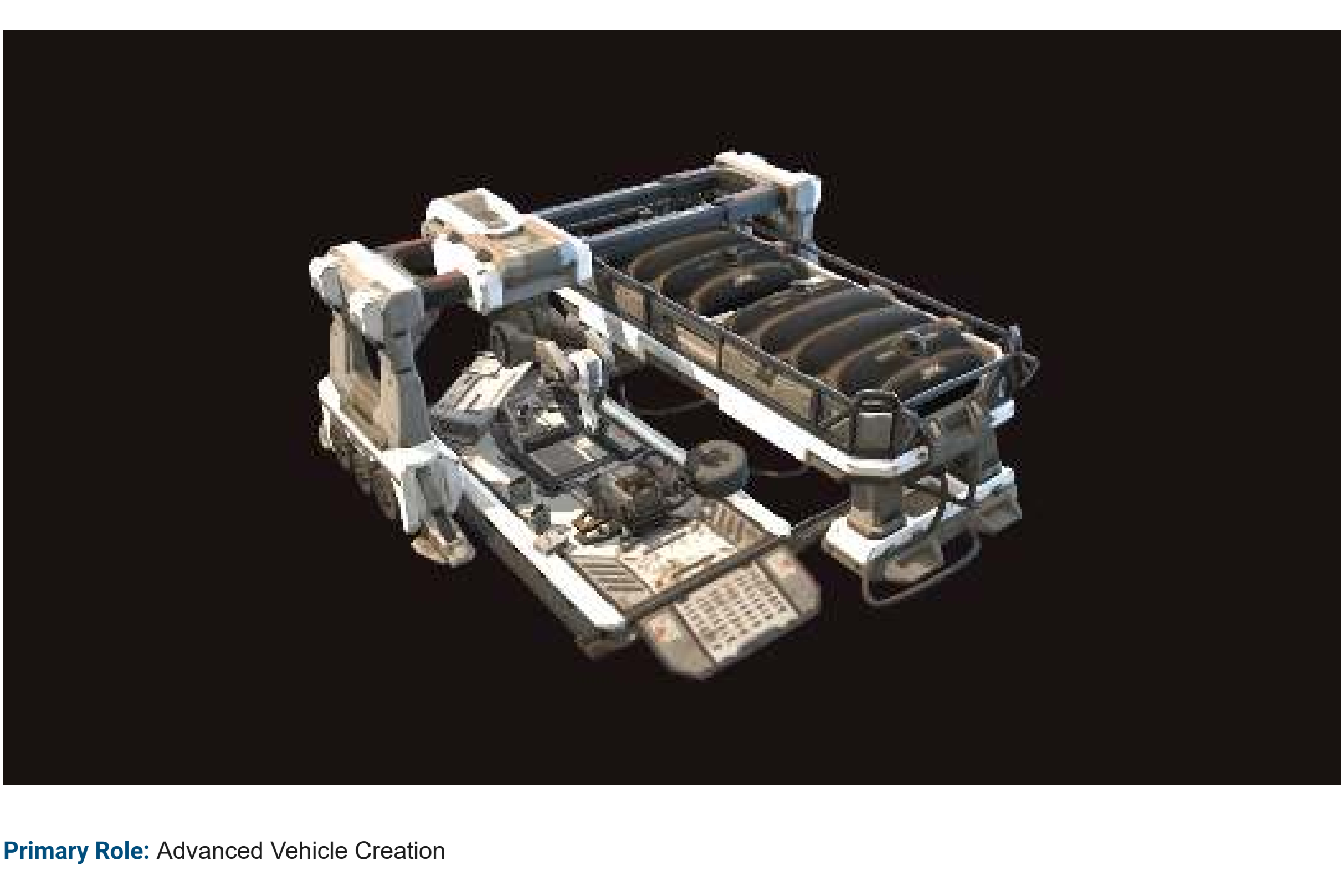
AVAILABLE RESEARCH

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Fortify Base Upgrade I	(Base defense) 15% building health boost. 15% Turret health boost. 15% Turret damage boost.	1	—	—	300	60s
	Fortify Base Upgrade II	(Base defense) 30% building health boost. 30% Turret health boost. 30% Turret damage boost. Requires Fortify Base Upgrade I.	2	—	—	500	80s
	Fortify Base Upgrade III	(Base defense) 45% building health boost. 45% Turret health boost. 45% Turret damage boost. Requires Fortify Base Upgrade II.	3	—	—	700	100s
	Advanced Logistics I	(Army upgrade) Increases unit build speed by 15%.	1	—	—	500	25s
	Advanced Logistics II	(Army upgrade) Increases unit build speed by 30%. Requires Advanced Logistics I.	2	—	—	700	30s
	Advanced Logistics III	(Army upgrade) Increases unit build speed by 45%. Requires Advanced Logistics II.	3	—	—	900	30s
	Reinforcements I	(Army upgrade) Increases maximum Population by 20.	2	—	—	750	30s
	Reinforcements II	(Army upgrade) Increases maximum Population by an additional 20. Requires Reinforcements I.	3	—	—	1250	35s
	Hijack	(New ability for all Spartan Heroes) Hijacks vehicles. Health boost. Damage boost.	1	—	—	400	25s
	Spartan Laser	(Unit upgrade for Jerome-092) Cutter only. Equips a Spartan laser. Health boost. Damage boost. Requires Hijack.	2	—	—	600	30s
	Heavy Machine Gun	(Unit upgrade for Alice-130) Isabel only. Equips a machine gun. Health boost. Damage boost. Requires Hijack.	2	—	—	600	30s
	Rocket Launcher	(Unit upgrade for Douglas-042) Anders only. Equips a rocket launcher. Health boost. Damage boost. Requires Hijack.	2	—	—	600	30s
	Neural Implant	(Ability upgrade for all Spartan Heroes) Increases Hijack speed. Health boost. Damage boost. Requires Spartan-specific weapon upgrade.	3	—	—	800	35s

DLC ARMORY RESEARCH

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Anvil Round	(New ability for Forge's Warthog) Forge only. Fires an EMP round. Slows enemy vehicles.	1	—	—	450	25s
	Defensive Aura	(Unit upgrade for Forge's Warthog) Forge only. Improves nanobots. Increases speed of nearby allies. Requires Anvil Round.	2	—	—	650	30s
	Gauss Overcharge	(Weapon upgrade for Forge's Warthog) Forge only. Equips Gauss Cannon. Upgrades Anvil Round ability.	3	—	—	850	35s

GARAGE



Primary Role: Advanced Vehicle Creation

Global Upgrades: Vehicle Upgrade I/II/III

Production: Warthog, Wolverine, Kodiak, Scorpion

GARAGE CONSTRUCTION

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Garage	Builds and upgrades core vehicles, anti-air, artillery, and heavy tanks.	2	—	175	—	30s

AVAILABLE UNITS

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Warthog	(Core vehicle) Fast-moving. Can ram enemies. Good all-around vehicle.	2	4	250	—	24s
	Wolverine	(Anti-air) Detects cloaked units. Mid-range missiles. Light armor.	2	4	150	170	15s
	Kodiak	(Artillery) Fires when deployed. Very long range. Strong against infantry.	2	6	500	—	35s
	Scorpion	(Heavy tank) Heavy armor. Powerful attack.	3	7	650	50	44s

DLC VEHICLE

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Grizzly	(Heavy tank) Forge only. Very heavy tank. Strong against ground units. Replaces Scorpion.	3	11	900	80	60s

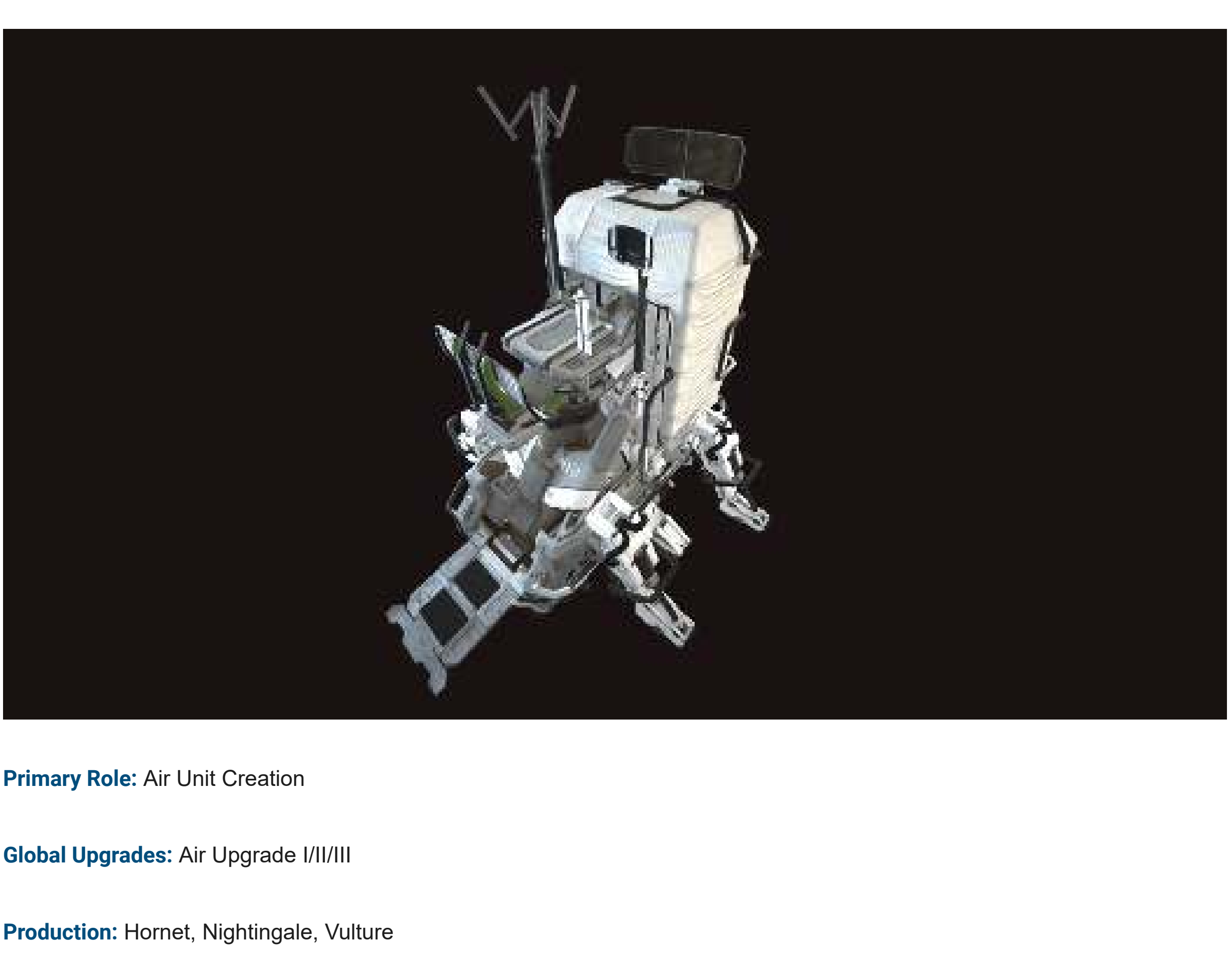
AVAILABLE RESEARCH

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Vehicle Upgrade I	(All vehicles) 10% damage boost. 10% health boost.	2	—	—	500	60s
	Vehicle Upgrade II	(All vehicles) 20% damage boost. 20% health boost. Requires Vehicle Upgrade I.	2	—	—	750	80s
	Vehicle Upgrade III	(All vehicles) 30% damage boost. 30% health boost. Requires Vehicle Upgrade II.	3	—	—	1000	100s
	Gauss Cannon	(Weapon upgrade for Warthog) Damage boost. Range boost.	3	—	—	750	30s
	Canister Shell	(New ability for Scorpion) Area attack. Strong against infantry. Ground attack only.	3	—	—	900	30s

DLC GARAGE RESEARCH

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Missile Barrage	(New ability for Grizzly) Forge only. Powerful area attack. Ground attack only.	3	—	—	1000	50s

AIRPAD



Primary Role: Air Unit Creation

Global Upgrades: Air Upgrade I/II/III

Production: Hornet, Nightingale, Vulture

AIRPAD CONSTRUCTION

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Airpad	Builds core air, support, and heavy air units.	2	—	200	—	30s

AVAILABLE UNITS

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Hornet	(Core air) Fast-moving. Medium range.	2	4	375	—	20s
	Nightingale	(Support) Repairs and heals. Defensive smoke. Detects cloaked units.	2	4	400	—	20s
	Vulture	(Heavy air) Can launch devastating Phoenix missile.	3	9	750	75	40s

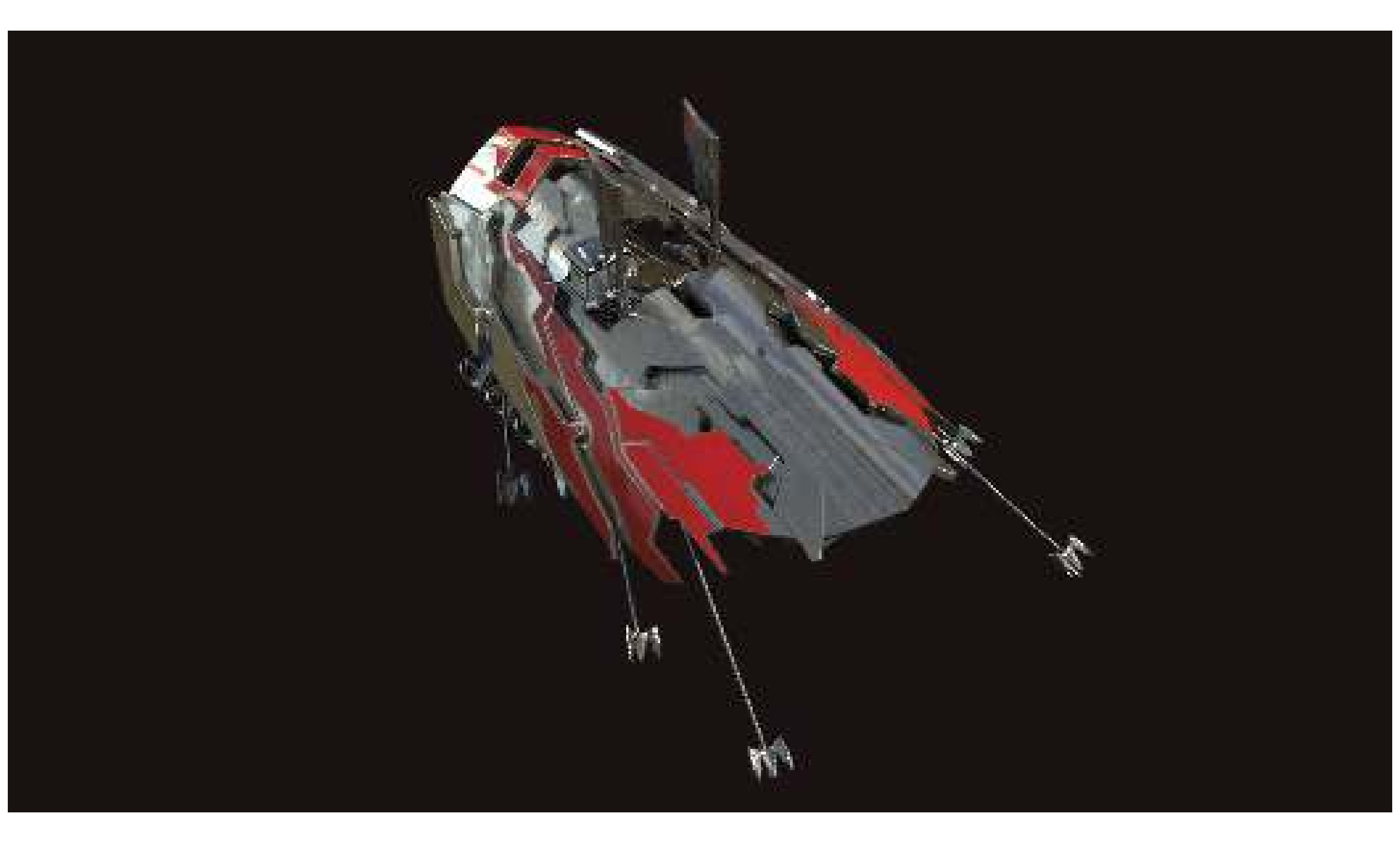
AVAILABLE RESEARCH

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Air Upgrade I	(All air units) 10% damage boost. 10% health boost.	2	—	—	450	60s
	Air Upgrade II	(All air units) 20% damage boost. 20% health boost. Requires Air Upgrade I.	2	—	—	650	80s
	Air Upgrade III	(All air units) 30% damage boost. 30% health boost. Requires Air Upgrade II.	3	—	—	850	100s
	Wingmen	(Unit upgrade for Hornet) Adds Marines with rocket launchers. Increases health.	3	—	—	750	30s

Advanced Unit Structures

Banished Advanced Unit Structures

RAID CAMP



Primary Role: Advanced Infantry Creation

Global Upgrades: Infantry Upgrade I/II/III

Production: Jump Pack Brutes, Suicide Grunts, Elite Rangers, Hunters

RAID CAMP CONSTRUCTION

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Raid Camp	(Advanced infantry) Trains anti-infantry, anti-building, and anti-vehicle units.	0	—	150	—	25s

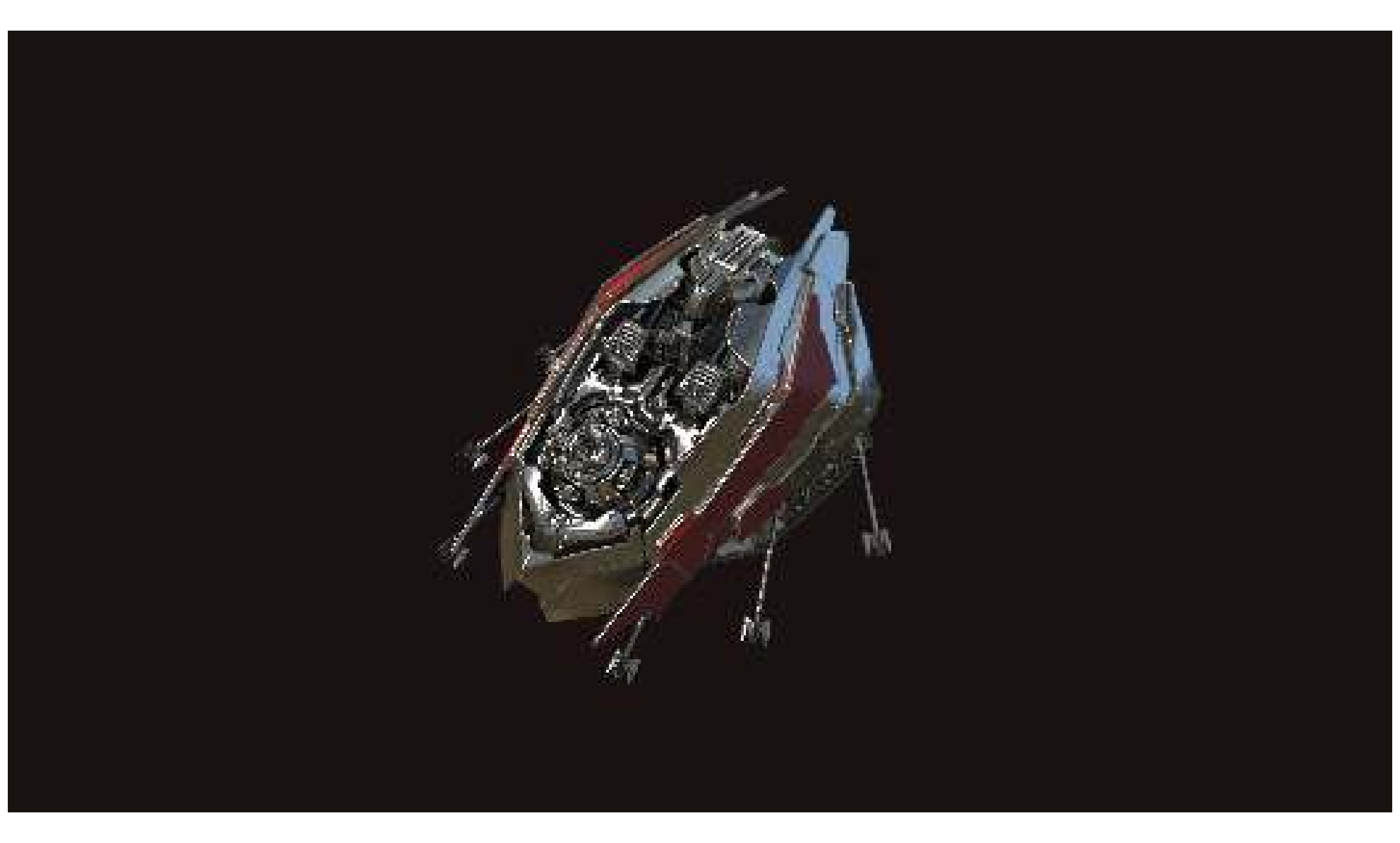
AVAILABLE UNITS

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Jump Pack Brutes	(Anti-building) Melee-combat unit. Short-range jump. Cannot attack air.	0	3	110	65	17s
	Suicide Grunts	(Anti-infantry) Deadly in numbers. Cannot attack air.	0	2	100	25	14s
	Elite Rangers	(Anti-infantry) Medium-long range. Detects cloaked units.	2	3	80	110	16s
	Hunters	(Anti-vehicle) Heavily armored. Slow-moving. Cannot attack air.	2	5	150	200	20s

AVAILABLE RESEARCH

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Infantry Upgrade I	(All infantry) 10% damage boost. 10% health boost.	1	—	—	375	60s
	Infantry Upgrade II	(All infantry) 20% damage boost. 20% health boost. Requires Infantry Upgrade I.	2	—	—	575	80s
	Infantry Upgrade III	(All infantry) 30% damage boost. 30% health boost. Requires Infantry Upgrade II.	3	—	—	775	100s
	Dark Skies	(Unit upgrade for Jump Pack Brutes) Adds one Brute to pack.	2	—	—	600	30s
	New "Recruits"	(Unit upgrade for Suicide Grunts) Increases squad size.	3	—	—	600	30s
	Beam Cannon	(Weapon upgrade for Hunters) Increases damage. Beam cannon does damage along trajectory.	3	—	—	900	30s

WAR COUNCIL



Primary Role: Hero/Super Unit Creation

Global Upgrades: Fortify Base I/II/III, Advanced Logistics I/II/III, Reinforcements I/II

Production: Atriox's Chosen (Atriox only), Warlord (Decimus only), Honor Guard (Shipmaster only), Scarab

WAR COUNCIL CONSTRUCTION

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	War Council	Builds Hero and Super units. Researches global upgrades for increased POP limit, unit-creation speed, and base defense.	1	—	125	—	30s

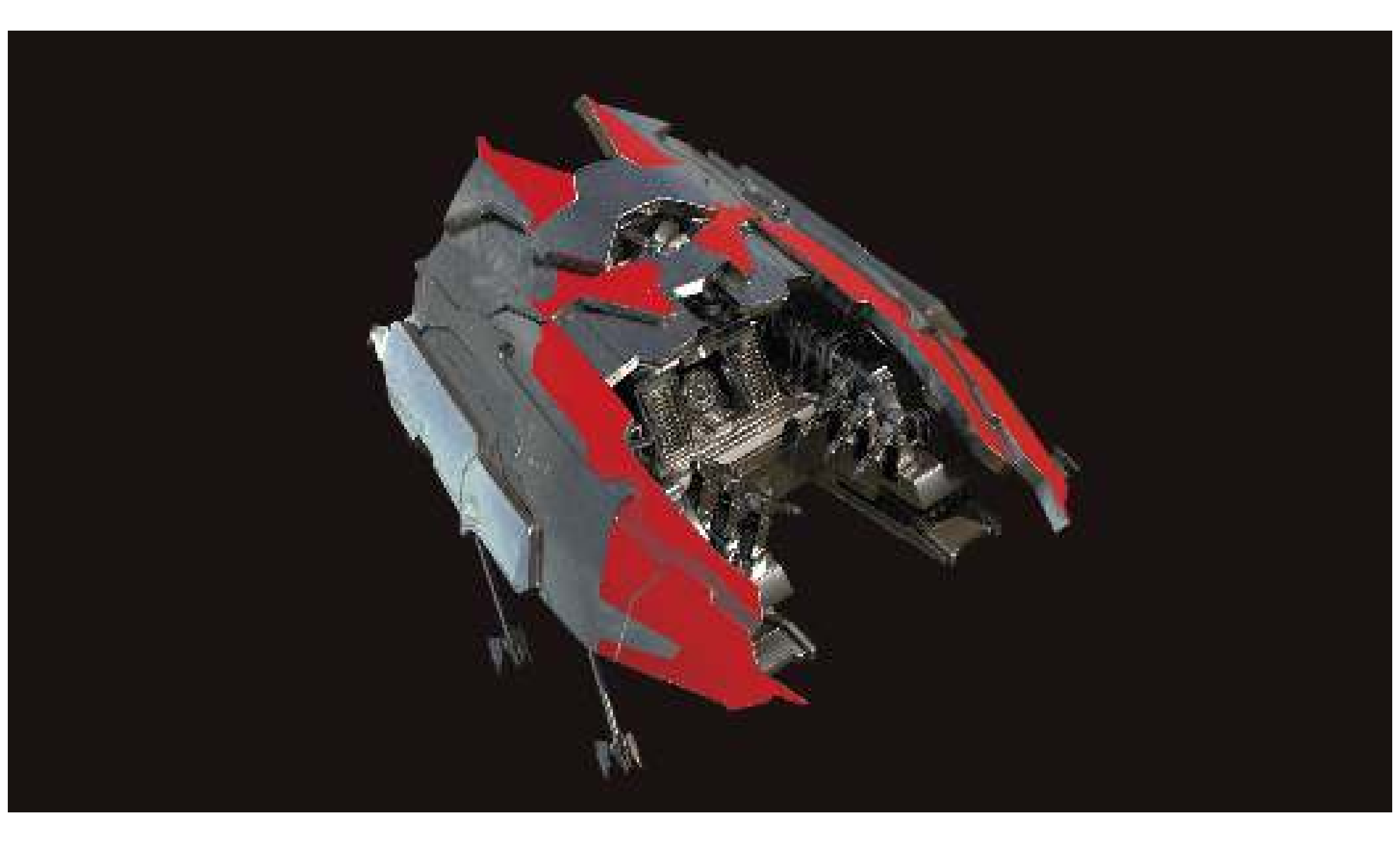
AVAILABLE UNITS

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Atriox's Chosen	(Hero) Atriox only. Ranged Hero. Versatile spike ammo. Limited to one active Hero.	1	—	450	400	40s
	Warlord	(Hero) Decimus only. Melee Hero. Powerful area attack. Cannot attack air. Limited to one active Hero.	1	—	450	400	40s
	Honor Guard	(Hero) Shipmaster only. Melee Hero. High damage. Cannot attack air.	1	—	450	400	40s
	Scarab	(Super unit) Very heavy armor. Very high damage. Traverses all terrain.	3	40	2000	2000	120s

AVAILABLE RESEARCH

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Fortify Base Upgrade I	(Base defense) 15% building health boost. 15% Turret health boost. 15% Turret damage boost.	1	—	—	400	60s
	Fortify Base Upgrade II	(Base defense) 30% building health boost. 30% Turret health boost. 30% Turret damage boost. Requires Fortify Base Upgrade I.	2	—	—	600	80s
	Fortify Base Upgrade III	(Base defense) 45% building health boost. 45% Turret health boost. 45% Turret damage boost. Requires Fortify Base Upgrade II.	3	—	—	800	100s
	Advanced Logistics I	(Army upgrade) Increases unit build speed by 15%.	1	—	—	500	25s
	Advanced Logistics II	(Army upgrade) Increases unit build speed by 30%. Requires Advanced Logistics I.	2	—	—	700	30s
	Advanced Logistics III	(Army upgrade) Increases unit build speed by 45%. Requires Advanced Logistics II.	3	—	—	900	30s
	Reinforcements I	(Army upgrade) Increases maximum Population by 20.	2	—	—	750	30s
	Reinforcements II	(Army upgrade) Increases maximum Population by an additional 20. Requires Reinforcements II.	3	—	—	1250	35s
	Plasma Rounds	(Weapon upgrade for Atriox's Chosen) Atriox only. Increases damage. Adds area of effect.	1	—	—	400	25s
	Scorch Rounds	(Weapon upgrade for Atriox's Chosen) Atriox only. Increases damage. Damage over time. Requires Plasma Rounds.	2	—	—	600	30s
	Rifled Barrel	(Weapon upgrade for Atriox's Chosen) Atriox only. Increases damage. Greatly increases range.Requires Scorch Rounds.	3	—	—	800	35s
	Hammer Pull	(New ability for Warlord) Decimus only. Equips Warlord's Hammer with a gravity beam to drag targets closer.	1	—	—	400	25s
	Hammer Stun	(New ability for Warlord) Decimus only. Warlord's Hammer stuns and deals area-of-effect damage.Requires Hammer Pull.	2	—	—	600	30s
	Siphon	(New ability for Warlord) Decimus only. Warlord gains health with each attack. Requires Hammer Stun.	3	—	—	800	35s
	Mercenary Rage	(Unit upgrade for Honor Guard) Shipmaster only. Increases movement speed. Increases attack. Increases health and shield.	1	—	—	400	25s
	Mercenary Wrath	(Unit upgrade for Honor Guard) Shipmaster only. Increases damage. Increases health and shield. Requires Mercenary Rage.	2	—	—	600	30s
	Unseen Blade	(New ability for Honor Guard) Shipmaster only. Permanent cloaking. Increases damage. Increases health and Shield. Requires Mercenary Wrath.	3	—	—	800	35s

FOUNDRY



Primary Role: Vehicle Creation

Global Upgrades: Vehicle Upgrade I/II/III

Production: Marauder, Reaver, Locust, Wraith

FOUNDRY CONSTRUCTION

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Foundry	Builds core vehicles, anti-air, anti-building, and heavy tanks.	2	—	200	—	30s

AVAILABLE UNITS

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Marauder	(Core vehicle) Tough armor. Shots slow enemies.	2	5	400	—	26s
	Reaver	(Anti-air) Detects cloaked units. Weak against vehicles.	2	5	175	225	20s
	Locust	(Anti-building) Sustained damage. Long range. Weak armor.	2	4	150	150	25s
	Wraith	(Heavy tank) Heavy damage. Long range.	3	6	550	40	36s

AVAILABLE RESEARCH

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Vehicle Upgrade I	(All vehicles) 10% damage boost. 10% health boost.	2	—	—	500	60s
	Vehicle Upgrade II	(All vehicles) 20% damage boost. 20% health boost. Requires Vehicle Upgrade I.	2	—	—	750	80s
	Vehicle Upgrade III	(All vehicles) 30% damage boost. 30% health boost. Requires Vehicle Upgrade II.	3	—	—	1000	100s
	Thick Hide	(Unit upgrade for Marauder) Greatly increases armor.	3	—	—	700	30s
	Scorch Mortar	(New ability for Wraith) Shots continue to cause damage after impact.	3	—	—	850	30s

APEX

Primary Role: Air Unit Creation

Global Upgrades: Air Upgrade I/II/III

Production: Engineer, Banshee, Shroud, Blisterback

APEX CONSTRUCTION

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Apex	Builds core air, support, heavy air, and artillery.	1	—	200	—	30s

AVAILABLE UNITS

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Engineer	(Support) Repairs and heals. Non-combatant. Detects cloaked units.	1	3	240	—	20s
	Banshee	(Core air) Fast-moving. When upgraded, effective against air.	2	3	300	—	15s
	Shroud	(Support) Deploys cloak. Projectile defense. Non-combative.	2	4	550	—	35s
	Blisterback	(Artillery) Heavily armored. Can deploy to become artillery unit on ground.	3	8	700	50	35s

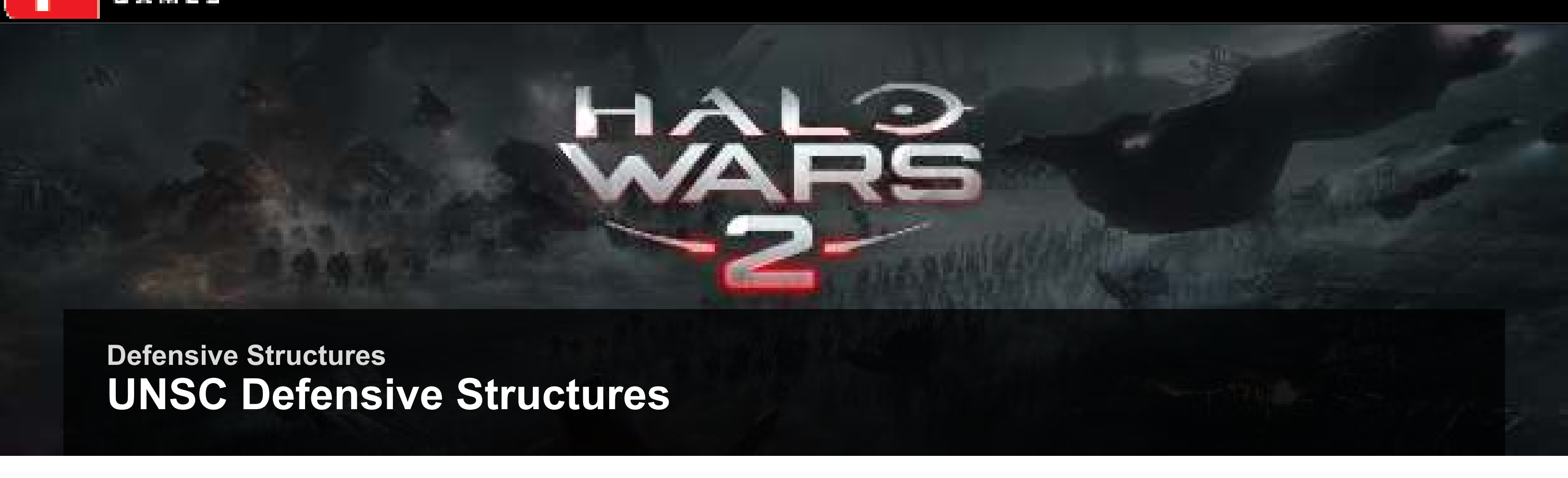
AVAILABLE RESEARCH

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Air Upgrade I	(All air units) 10% damage boost. 10% health boost.	1	—	—	375	60s
	Air Upgrade II	(All air units) 20% damage boost. 20% health boost. Requires Air Upgrade I.	2	—	—	575	80s
	Air Upgrade III	(All air units) 30% damage boost. 30% health boost. Requires Air Upgrade II.	3	—	—	775	100s
	Plasma Torpedo	(Unit upgrade for Banshee) Effective against air.	3	—	—	650	30s

Defensive Structures

About Defensive Structures

Advanced bases (Tech Level 1 or higher) include four Turret sites—special slots that support a variety of defensive structures.



Defensive Structures

UNSC Defensive Structures

Most of the UNSC's defensive structures come in the form of automated weapons. The standard Turret does moderate damage to most targets, but it can also be modified to counter specific unit types. A well-chosen Turret conversion can make a big difference in repelling enemy forces; an ill-chosen conversion, on the other hand, can be far less effective than a standard Turret.

In addition to the standard Turret (and its three available conversions), advanced UNSC bases can support Siege Turrets. These automated cannons can do massive damage at long range, but they're relatively ineffective against nearby enemies.

The Watchtower serves as the UNSC's surveillance structure—building one extends line of sight and helps ensure that cloaked enemies don't approach your base unnoticed.

TURRET

Primary Role: Automated Base Defense

Global Upgrades: None

Production: Anti-Infantry Turret (conversion), Anti-Vehicle Turret (conversion), Anti-Air Turret (conversion)

TURRET CONSTRUCTION

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Turret	Standard Turret. Can be converted into Anti-Infantry, Anti-Vehicle, or Anti-Air Turret.	0	—	300	—	40s

ANTI-INFANTRY TURRET

Primary Role: Automated Anti-Infantry

Global Upgrades: None

Production: Anti-Vehicle Turret (conversion), Anti-Air Turret (conversion)

ANTI-INFANTRY TURRET CONVERSION

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Anti-Infantry Turret	Converts existing Turret to Anti-Infantry Turret. Can be converted to Anti-Vehicle or Anti-Air Turret.	1	—	300	—	20s

ANTI-VEHICLE TURRET

Primary Role: Automated Anti-Vehicle

Global Upgrades: None

Production: Anti-Infantry Turret (conversion), Anti-Air Turret (conversion)

ANTI-VEHICLE TURRET CONVERSION

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Anti-Vehicle Turret	Converts existing Turret to Anti-Vehicle Turret. Can be converted to Anti-Infantry or Anti-Air Turret.	1	—	300	—	20s

ANTI-AIR TURRET

Primary Role: Automated Anti-Air

Global Upgrades: None

Production: Anti-Infantry Turret (conversion), Anti-Vehicle Turret (conversion)

ANTI-AIR TURRET CONVERSION

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Anti-Air Turret	Converts existing Turret to Anti-Air Turret. Can be converted to Anti-Infantry or Anti-Vehicle Turret.	1	—	300	—	20s

WATCHTOWER

Primary Role: Surveillance

Global Upgrades: None

Production: None

WATCHTOWER CONSTRUCTION

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Watchtower	(Surveillance) Increases line of sight. Detects cloaked units.	0	—	100	—	20s

SIEGE TURRET

Primary Role: Automated Base Defense

Global Upgrades: None

Production: None

SIEGE TURRET CONSTRUCTION

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Siege Turret	Long range. High damage. Vulnerable at close range.	2	—	900	—	50s

Defensive Structures

Banished Defensive Structures

In stark contrast to the UNSC's risk/reward Turret conversions, Banished Turrets support straightforward upgrades. Each Turret upgrade adds a new type of weapon, ensuring that a fully modified Turret deals reliable damage to all unit types.

Of course, offense isn't always the best defense—larger Banished bases also support a number of passive defensive structures. Sensor Towers enhance line of sight and cloak detection, Shield Generators protect structures and nearby units from hostile fire, and Cloaking Generators can render entire bases invisible to enemies.

TURRET

Primary Role: Automated Base Defense

Global Upgrades: None

Production: Anti-Infantry Upgrade, Anti-Vehicle Upgrade, Anti-Air Upgrade

TURRET CONSTRUCTION

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Turret	Standard Turret. Can be upgraded with anti-vehicle, anti-air, and anti-infantry weapons.	0	—	300	—	40s

AVAILABLE RESEARCH

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Add Anti-Infantry Upgrade	(Turret upgrade) Adds an anti-infantry weapon.	1	—	—	200	20s
	Add Anti-Vehicle Upgrade	(Turret upgrade) Adds an anti-vehicle weapon.	1	—	—	200	20s
	Add Anti-Air Upgrade	(Turret upgrade) Adds an anti-air weapon.	1	—	—	200	20s

SENSOR TOWER

Primary Role: Surveillance

Global Upgrades: None

Production: None

SENSOR TOWER CONSTRUCTION

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Sensor Tower	(Surveillance) Increases line of sight. Detects cloaked units.	1	—	100	—	20s

SHIELD GENERATOR

Primary Role: Passive Base Defense

Global Upgrades: None

Production: None

SHIELD GENERATOR CONSTRUCTION

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Shield Generator	Generates a shield for the base.	2	—	600	200	30s

CLOAKING GENERATOR

Primary Role: Cloaking Nearby Units/Base Structures

Global Upgrades: None

Production: None

CLOAKING GENERATOR CONSTRUCTION

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Cloaking Generator	(Base defense) Hides units and buildings.	3	—	775	—	40s

Units

Overview

STATISTICAL BREAKDOWN

Need to know which Leader Powers best match your play style? Looking for a better understanding of counter-units, economy, or control groups? Or maybe you want to compare costs and build times for all available vehicle upgrades. This section provides a statistical breakdown of the leaders, units, and structures that make up *Halo Wars 2*, plus tips and tactics to give you a head start with each!

Keep in mind that, while the data provided for Captain Cutter and UNSC units matches what you experience during Campaign missions, the bulk of this chapter deals with the leaders and units available in Multiplayer modes.

Your choice of leaders plays an important role in your overall strategy. While all leaders can be used offensively and defensively, some leaders offer special Powers or unique units that complement specific tactics.

Over the course of a match, the experience you gain from construction, production, research, and combat is converted into Leader Points; use these Points to purchase and upgrade your chosen leader's available Powers.

Every leader offers a mix of passive Powers and active Powers. Passive Leader Powers grant permanent bonuses as soon as they're purchased; active Leader Powers (which range from temporary bonuses to direct-damage attacks) can be activated at a time of your choosing. Activating a Leader Power generally requires a significant amount of resources, and it always triggers a lengthy cooldown period. As such, it's not only important to choose the Leader Powers that best support your strategy—you must choose the right moments to use them.

Assembling an effective army takes careful planning. Each unit in the game brings strengths and weaknesses to the battle—every unit type has both a purpose and a counter. There's no winning formula. All you can do is produce units that support your preferred strategy, see how your opponent reacts, and make whatever adjustments might give you the advantage the next time your forces meet on the field. That being said, there are a few unit-related basics to keep in mind:

In general, units tend to follow a rock-paper-scissors (RPS) hierarchy, but this assumes that the units involved represent a similar resource investment. A low-cost infantry squad facing an expensive gunship receives bonuses to damage and defense, but that isn't nearly enough to result in victory. Designated counter-units are designed to overwhelm the very targets that would otherwise place them at a disadvantage, and bonuses from research and veterancy can turn what seems like a certain victory to a crippling loss. Pay attention to each and every firefight—you can discern a lot from the way small-scale encounters unfold.

- Level 3 veterancy increases a unit's damage output by 35 percent and decreases the damage received by 26 percent. Of course, you're bound to lose units no matter how well you manage them, but keeping key units alive long enough to gain veterancy can make a big difference over the course of a match.
- Take full advantage of your four available control groups. Whether you favor diverse squadrons or designated specialists, utilizing control groups is the quickest and most convenient way to issue commands to key units.
- The speed at which a group moves is determined by its slowest member. To make up a lot of ground in a hurry, drop your slower units out of the pack and allow them to catch up.
- Each faction offers units and abilities that simply aren't available to the other. A Multiplayer alliance between a UNSC leader and a Banished leader presents a variety of tactical options.

No matter what type of force you plan to assemble, there are some useful upgrades that have significant effects on your entire army. UNSC leaders can research these upgrades in the Armory; Banished leaders will find them in the War Council.

GLOBAL ARMY UPGRADES

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Advanced Logistics I	Increases unit build speed by 15%.	1	—	—	500	25s
	Advanced Logistics II	Increases unit build speed by 30%.Requires Advanced Logistics I.	2	—	—	700	30s
	Advanced Logistics III	Increases unit build speed by 45%.Requires Advanced Logistics II.	3	—	—	900	30s
	Reinforcements I	Increases maximum Population by 20.	2	—	—	750	30s
	Reinforcements II	Increases maximum Population by an additional 20. Requires Reinforcements I.	3	—	—	1250	35s

Infantry Units

About Infantry Units

It can be easy to overlook simple ground troops once you’re able to produce gunships and heavy tanks, but to do so would be a mistake. Both factions feature everything from all-purpose infantry to specialized counter-units—more importantly, infantry units are your best (and often only) option for claiming Control Points or Resource Nodes.

UNSC Infantry Units

All UNSC infantry units benefit from the global infantry upgrades found in the Barracks.

GLOBAL UPGRADES: UNSC INFANTRY

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Infantry Upgrade I	(All infantry) 10% damage boost. 10% health boost.	1	—	—	400	60s
	Infantry Upgrade II	(All infantry) 20% damage boost. 20% health boost. Requires Infantry Upgrade I.	2	—	—	600	80s
	Infantry Upgrade III	(All infantry) 30% damage boost. 30% health boost. Requires Infantry Upgrade II.	3	—	—	800	100s

MARINES

Unit Class: Core Infantry

Accessed Via: UNSC Bases and Minibases

Strengths/Weaknesses:

- Flexible ground troops
- Quick capture unit

TRAINING REQUIREMENTS

TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
0	3	150	—	18s

AVAILABLE RESEARCH

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Grenade Throw	(New ability) Can throw grenades. Small area attack. Cannot target air.	1	—	—	400	25s
	Combat Tech	(Unit upgrade) Can repair vehicles, buildings, and air units. Wields rocket launcher. Requires Grenade Throw.	2	—	—	600	30s

UNIT DETAILS

Marines are the UNSC's expeditionary force-in-readiness. After decades in cryosleep, these seasoned fighters are old-school both figuratively and literally. The *Spirit of Fire*'s Marines are experienced at fighting in exotic environments and have received training by Anders to operate Forerunner systems well enough to avoid triggering defense wards and immolating themselves (most of the time).

UNSC Marine infantry units are armed with assault rifles that are effective against infantry but deal little damage against vehicles. However, these versatile units can be trained to use grenades for impressive burst damage against most ground targets. Marine squads can also be reinforced with Combat Techs—soldiers capable of repairing vehicles, aircraft, and buildings while boosting a squad's total firepower.

BASIC TACTICS

A UNSC leader always begins a Multiplayer match with at least two squads of Marines; use them to gather available resources as soon as the match starts.

Marines really shine when it comes to capturing Domination Points and Resource Nodes. A group of three squads is generally enough to clear out any Sentinels that might be guarding a key location. A group of five or more Marine squads should be able to do so with minimal losses.

Marines are fairly inexpensive, and they're surprisingly versatile—particularly once you've researched the Combat Tech unit upgrade. Consider training at least a few extra squads as early as possible, and then upgrade them as you expand your economy. As the match progresses, use your Marines to support more specialized units.

HELLBRINGERS

HELLBRINGERS

Unit Class: Anti-Infantry

Accessed Via: Barracks

Strengths/Weaknesses:

- Effective against infantry
- Strong rush unit
- Good against buildings
- Cannot attack air

TRAINING REQUIREMENTS

TECH LEVEL				TIME
0	3	80	50	16s

AVAILABLE RESEARCH

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Dispersion Nozzles	(Weapon upgrade) Sets ground on fire.	2	—	—	600	30s

UNIT DETAILS

It takes a special breed of soldier to strap a tank of volatile chemicals to their backs and fire a jet of super-heated flame at enemies. The UNSC may now rely on thermobaric munitions for long-range incendiary attacks, but when it comes to getting up close and personal, the *Spirit of Fire*'s combat teams still appreciate the value of liquid projector flamethrowers (and the Hellbringers who wield them).

Each Hellbringer carries a heavy flamethrower. These weapons offer a relatively short attack range, but they're capable of dealing considerable area-of-effect damage. Flamethrowers are highly effective against infantry and structures, but they can't target air units, and they're of limited use against armored vehicles.

BASIC TACTICS

Hellbringers rank among the UNSC's most effective rushing units. If you plan to overwhelm an enemy during the early stages of a Multiplayer match, consider training a sizable force of Hellbringers as soon as you're able to construct a Barracks.

Hellbringers can make short work of enemy infantry—even when the target is garrisoned within a structure.

Remember that Hellbringers are vulnerable to vehicles, air units, and other counter-infantry units. Unless you've committed to an early rush, avoid sending Hellbringers into battle without appropriate support.

SNIPER

Unit Class: Anti-Infantry

Accessed Via: Barracks

Strengths/Weaknesses:

- Very long range
- Detects cloaked units

TRAINING REQUIREMENTS

TECH LEVEL				TIME
1	4	75	150	25s

AVAILABLE RESEARCH

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Active Camo	(New ability) Conceals unit from enemy units without detection abilities.	2	—	—	400	30s
	Stanchion Sniper System	(Unit upgrade) Increases damage.Requires Active Camo.	3	—	—	700	30s

UNIT DETAILS

The *Spirit of Fire*'s Sniper teams have traditionally operated in the background as the unsung heroes of many skirmishes and aerial strikes. Drawn from experienced Marine force reconnaissance and army cavalry scouts, Snipers are experts at monitoring enemy movements and detecting cloaked units.

The Sniper's powerful rifle is only effective against infantry, but it's well-suited to picking off high-priority targets. Each Sniper is also accompanied by a spotter drone, allowing them to identify and monitor enemies from great distances. Snipers can even be equipped with Active Camo, which lets these specialized units cloak themselves for short periods of time.

BASIC TACTICS

Snipers boast powerful long-range attacks, but they have a low rate of fire and relatively little health. Don't hesitate to pull back as enemy units close in on a Sniper's position.

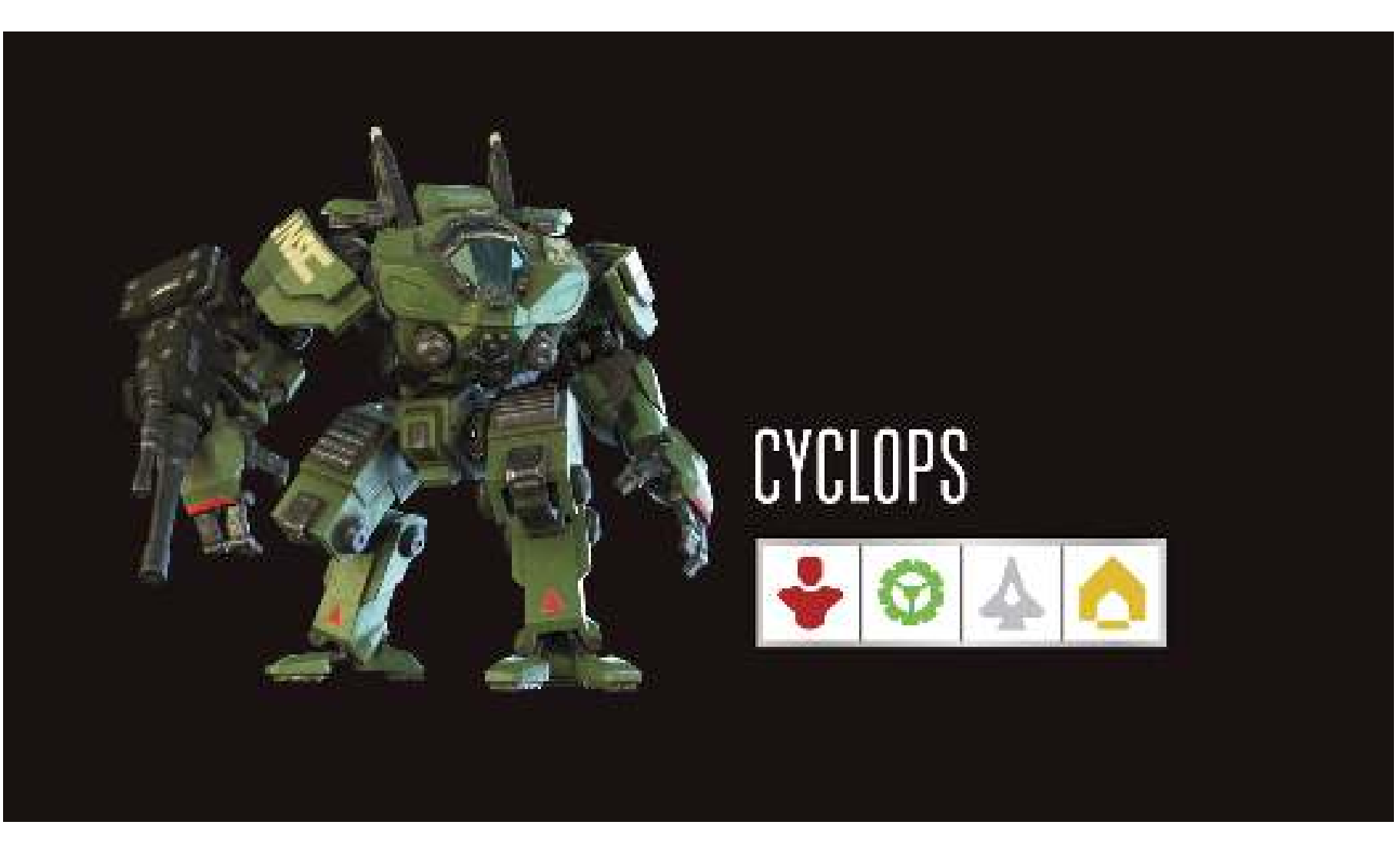
Even with its spotter drone, a Sniper's range exceeds its line of sight. If you want to minimize the risk of a counterattack, use fast-moving units to identify and distract any targets that might be just outside a Sniper's field of vision.

Remember that Snipers are only effective against infantry. Focus Sniper attacks on priority targets like Suicide Grunts, Hellbringers, and infantry-based Hero units.

Snipers may lack the speed of dedicated scout units, but they boast an impressive line of sight. Place Snipers on cliffs near enemy bases, or use them to spot targets for deployed Kodiaks.

The Sniper's Active Camo ability must be researched before it can be used. It's ineffective against enemies who can detect cloaked units, and it only lasts for about 30 seconds at a time. That being said, Active Camo can greatly increase a Sniper's survivability and overall effectiveness in the field. If you intend to use Snipers for reconnaissance, consider researching this ability before venturing too deep into enemy territory.

CYCLOPS



Unit Class: Anti-Vehicle

Accessed Via: Barracks

Strengths/Weaknesses:

- Fast-moving
- Heavy armor
- Cannot attack air

TRAINING REQUIREMENTS

TECH LEVEL				TIME
2	4	120	150	15s

AVAILABLE RESEARCH

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Shock Rounds	(Weapon upgrade) Shots slow vehicles. Increases damage.	3	—	—	700	30s

UNIT DETAILS

Though they once served as dedicated melee units, the Cyclops suits produced aboard the *Spirit of Fire* now feature an autocannon, a refactored exoskeleton, and completely original control software—all of which has served to transform these combat walkers into medium-range tank-killers.

The Cyclops is effective against most ground units, and its autocannon can be upgraded with Shock Rounds that not only increase damage output, but also slow target vehicles. Cyclops suits can't target air units, but they provide their pilots with enhanced speed and much greater durability.

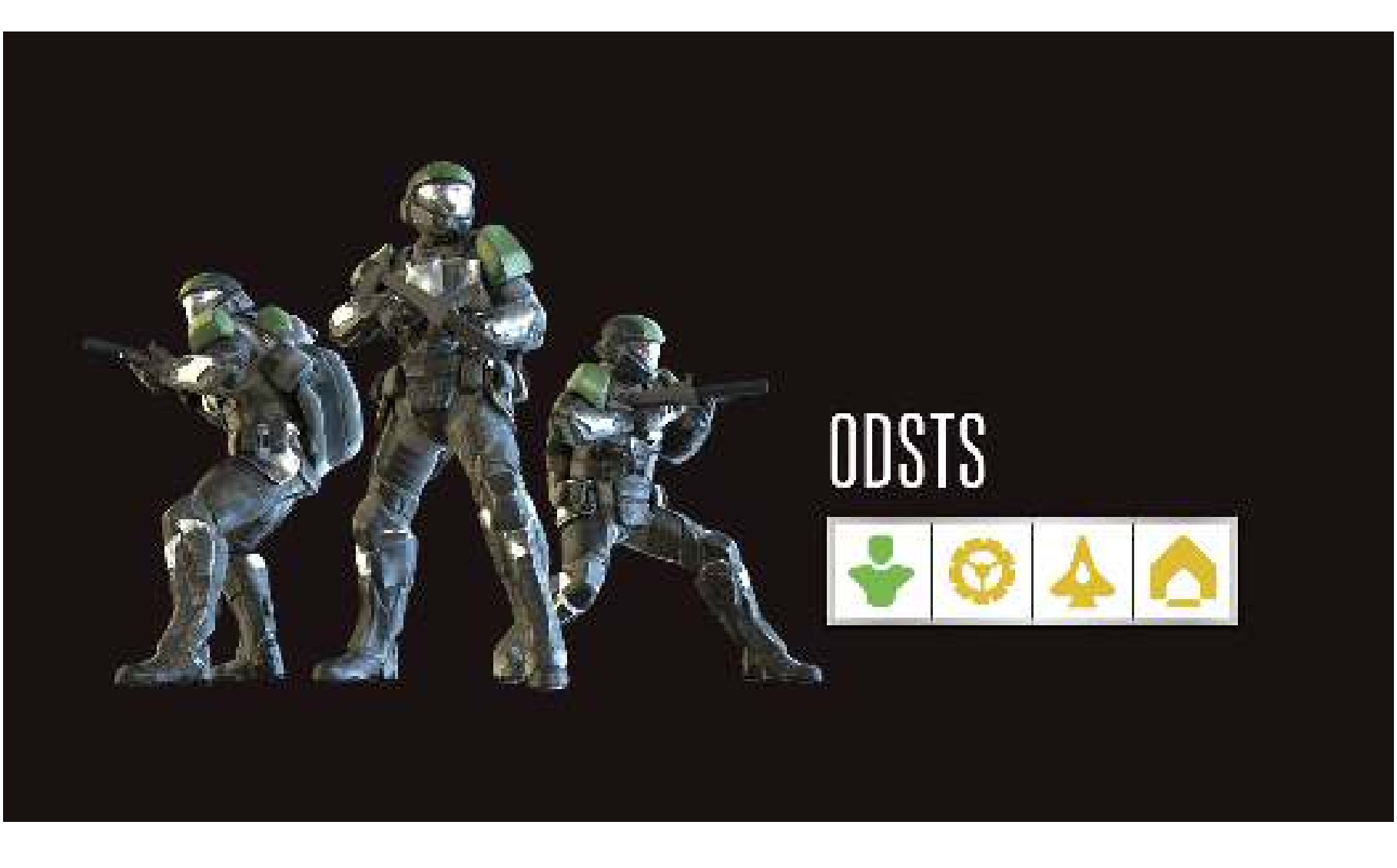
BASIC TACTICS

The Cyclops is fairly expensive for an infantry unit, but it can be a big help in fending off encroaching armies. If an opponent is assembling a large group of vehicles, try to supplement your defenses with at least a few Cyclops suits.

A Cyclops moves faster than most infantry units, but it can't keep pace with light vehicles. Research Shock Rounds to slow enemy vehicles and minimize their chances of a successful retreat.

The Cyclops may have the durability of a light vehicle, but it's still vulnerable to anti-infantry units—including most of the vehicles it was designed to counter. A small group of Cyclops suits can overwhelm virtually any ground unit, but they tend to take heavy damage during large-scale encounters. If you intend to utilize Cyclops suits, plan to make frequent repairs.

ODSTS



Unit Class: Elite Infantry

Accessed Via: Cutter's ODST Drop and ODST Assault Group Leader Powers

Strengths/Weaknesses:

- Elite special forces infantry
- Only available to Cutter
- Can be orbital-dropped directly into battle
- Can utilize the Demolition Charge active ability

SPECIAL UNIT: ODSTS
CUTTER'S ELITE INFANTRY

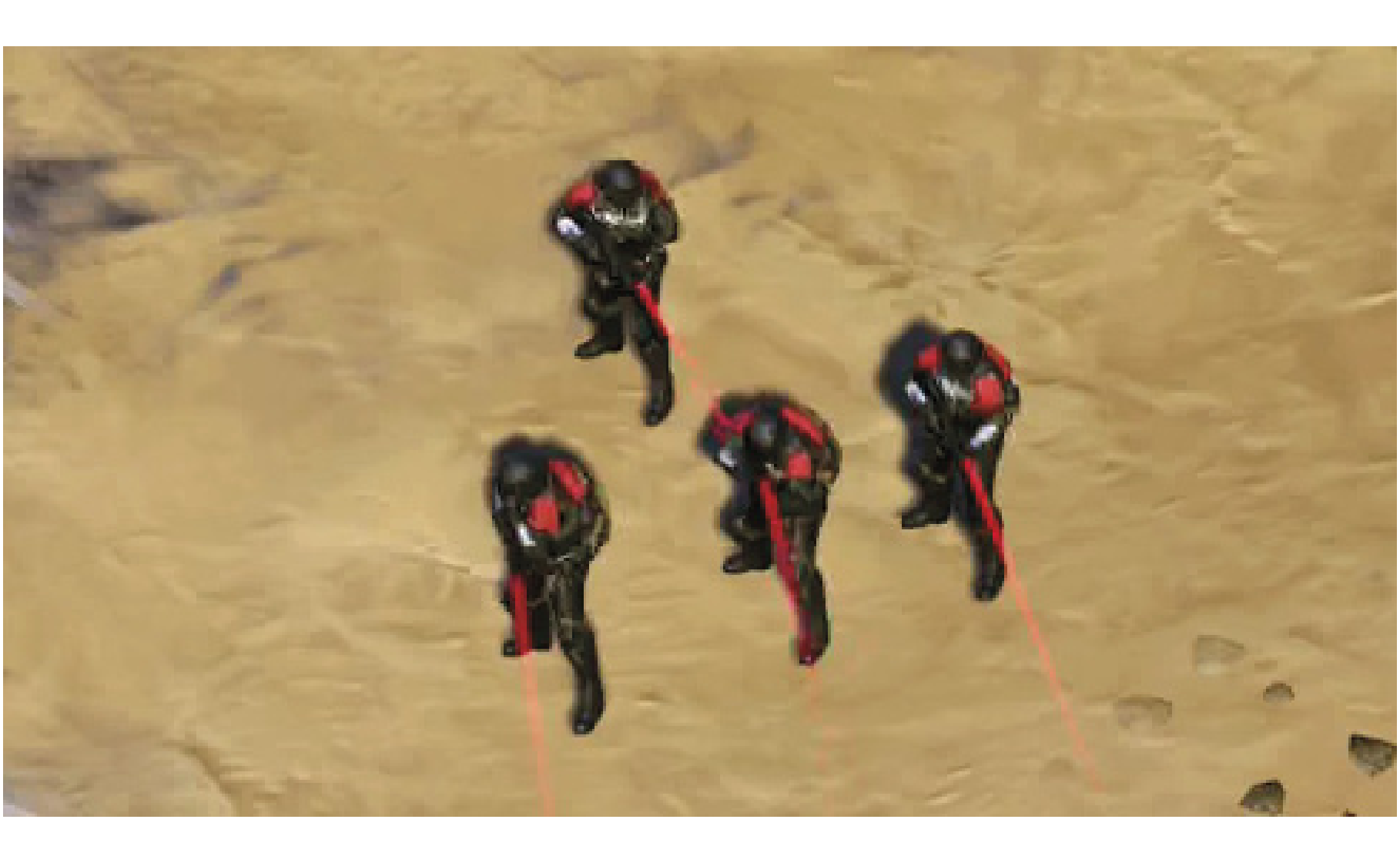
ODSTs aren't trained in the traditional sense; these elite infantry units can only be deployed by Cutter, and only when at least one of his ODST-related Leader Powers has been purchased and activated. They don't offer any unit-specific research, but ODSTs benefit from all global infantry upgrades.

ODST-RELATED LEADER POWERS

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	ODST Drop	(Tier 3 Leader Power: Cutter) Activate to drop an ODST squad into battle.	—	12	600	—	—
	ODST Assault Group	(Tier 5 Leader Power: Cutter) Activate to get an orbital drop of veteran units: two Cyclops, two ODST squads, one Scorpion, one Wolverine.	—	27	1650	625	—

UNIT DETAILS

Orbital Drop Shock Troopers (ODSTs) are elite soldiers who can make quick work of most infantry units. A special forces raiding unit of the Marines, ODSTs are deployed from the *Spirit of Fire* to tip the scales in a close battle, raid enemy bases, capture strategically valuable points, and eliminate high-value targets.



ODSTs are equipped with silenced SMGs and proximity-triggered explosives. They can be deployed anywhere in explored territory using Cutter's ODST Drop Leader Power, or they can be called in as part of Cutter's more advanced (and much more costly) ODST Assault Group Leader Power.

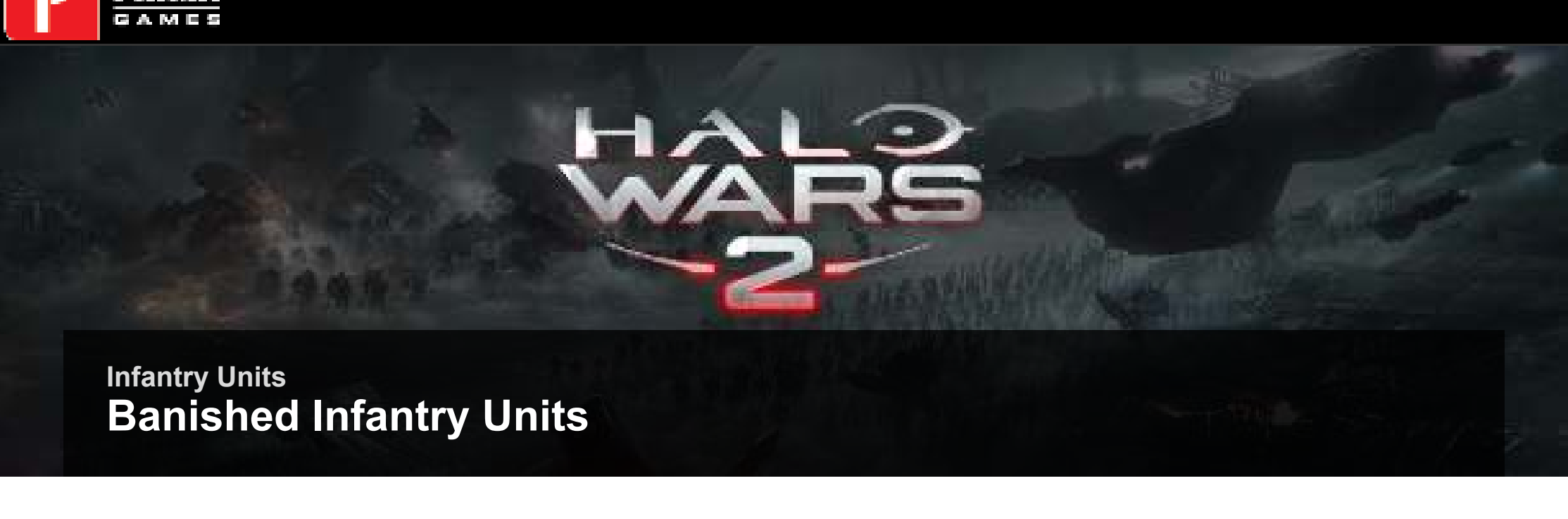
BASIC TACTICS

Cutter's ODST Drop Leader Power is the first available (and most efficient) way to get ODSTs into battle. If you plan to utilize these elite squads, make sure you spend your Leader Points accordingly.

ODSTs have a shorter attack range than standard Marines, but these elite soldiers are more powerful and far tougher than their core infantry counterparts.

Use the Demolition Charge ability to toss proximity-triggered explosives near enemy structures or in paths frequented by hostile forces.

An ODST squad's meteoric arrival is one of its greatest strengths—don't waste it. Their sudden appearance can take an enemy by surprise, and a well-placed ODST Drop can deal significant damage to units caught in the drop zone. Alternatively, you can drop ODSTs directly onto explored Domination Points or Resource Nodes. In these cases, you can capture strategically important points before your opponent has time to react.



Infantry Units

Banished Infantry Units

All Banished infantry units benefit from the global infantry upgrades found in the Raid Camp.

GLOBAL UPGRADES: BANISHED INFANTRY

ICON	NAME	DESCRIPTION	TECH LEVEL	👤 REQUIREMENTS	⬡ REQUIREMENTS	⊙ REQUIREMENTS	TIME
	Infantry Upgrade I	(All infantry) 10% damage boost. 10% health boost.	1	—	—	375	60s
	Infantry Upgrade II	(All infantry) 20% damage boost. 20% health boost. Requires Infantry Upgrade I.	2	—	—	575	80s
	Infantry Upgrade III	(All infantry) 30% damage boost. 30% health boost. Requires Infantry Upgrade II.	3	—	—	775	100s

GRUNTS

Unit Class: Core Infantry

Accessed Via: Banished Bases and Minibases

Strengths/Weaknesses:

- Cheap and expendable
- Low Population count
- Quick capture unit

TRAINING REQUIREMENTS

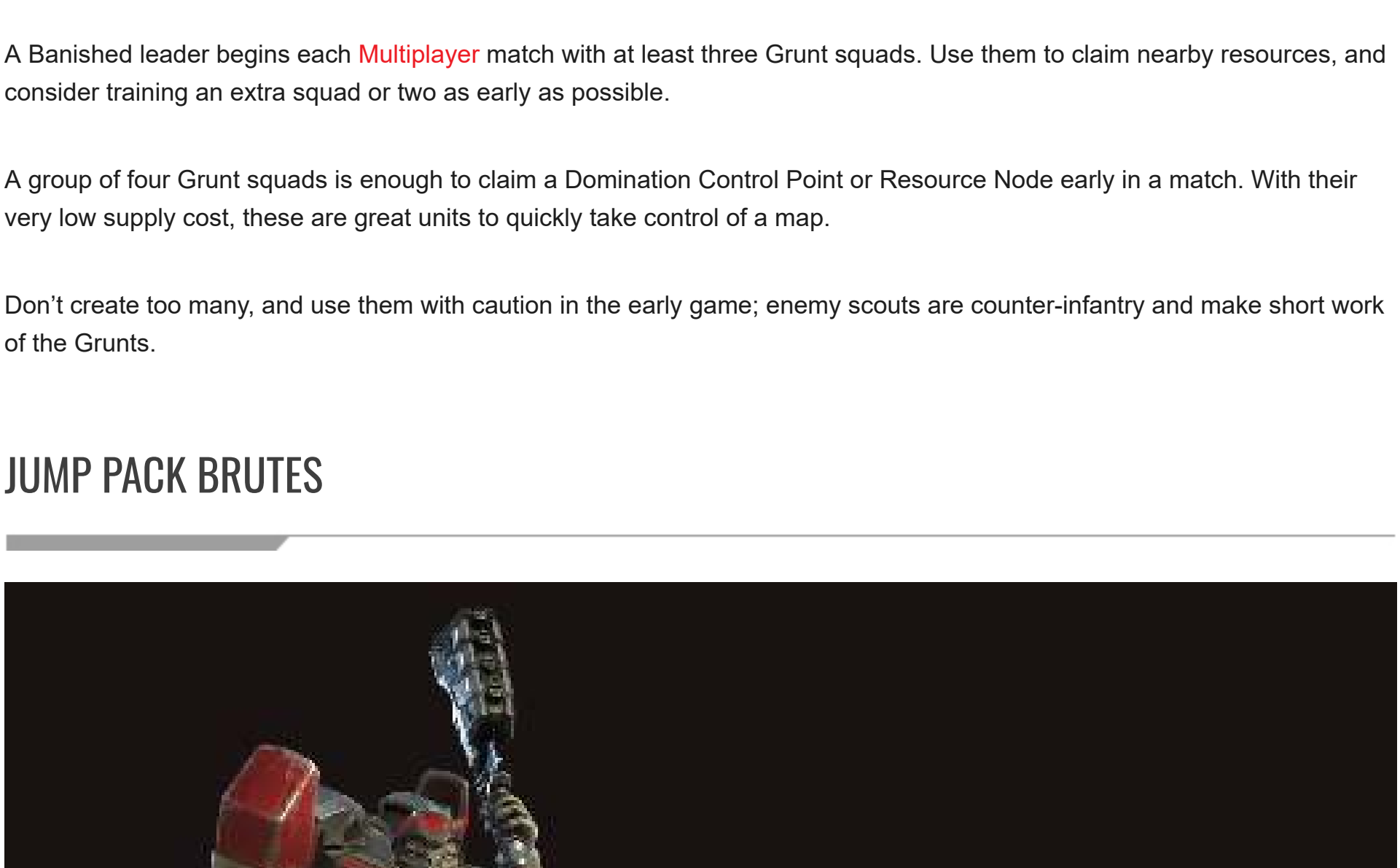
TECH LEVEL	👤	⬡	⊙	TIME
0	2	100	—	13s

AVAILABLE RESEARCH

ICON	NAME	DESCRIPTION	TECH LEVEL	👤 REQUIREMENTS	⬡ REQUIREMENTS	⊙ REQUIREMENTS	TIME
	Shrapnel Mines	(New ability) Grunt squads deploy mines that damage and slow enemies.	1	—	—	300	25s
	Pack Brother	(Unit upgrade) Additional Brute and Grunt join the squad. Requires Shrapnel Mines.	2	—	—	550	30s

UNIT DETAILS

Grunts may not be strong, brave, intelligent, hygienic, or particularly fearsome warriors, but those forced to serve the Banished have a healthy enough fear of their Brute leaders to stay on-task and motivated. Even if their fellows are used as target practice by bored Brutes or disintegrated by Forerunner Sentinels, the survivors can at least look forward to a full food nipple and a brief nap in the methane atmosphere they call home.



Though they're derided as cannon fodder, there is no mistaking the military value of having an almost endless supply of cheap infantry armed with plasma pistols to hurl at a foe. Each Grunt squad is led by a Brute armed with a spiker, who can be upgraded to plant a cloaked proximity-fused shrapnel mine on the battlefield. The Grunts can be upgraded to add a sub-commander and another Grunt.

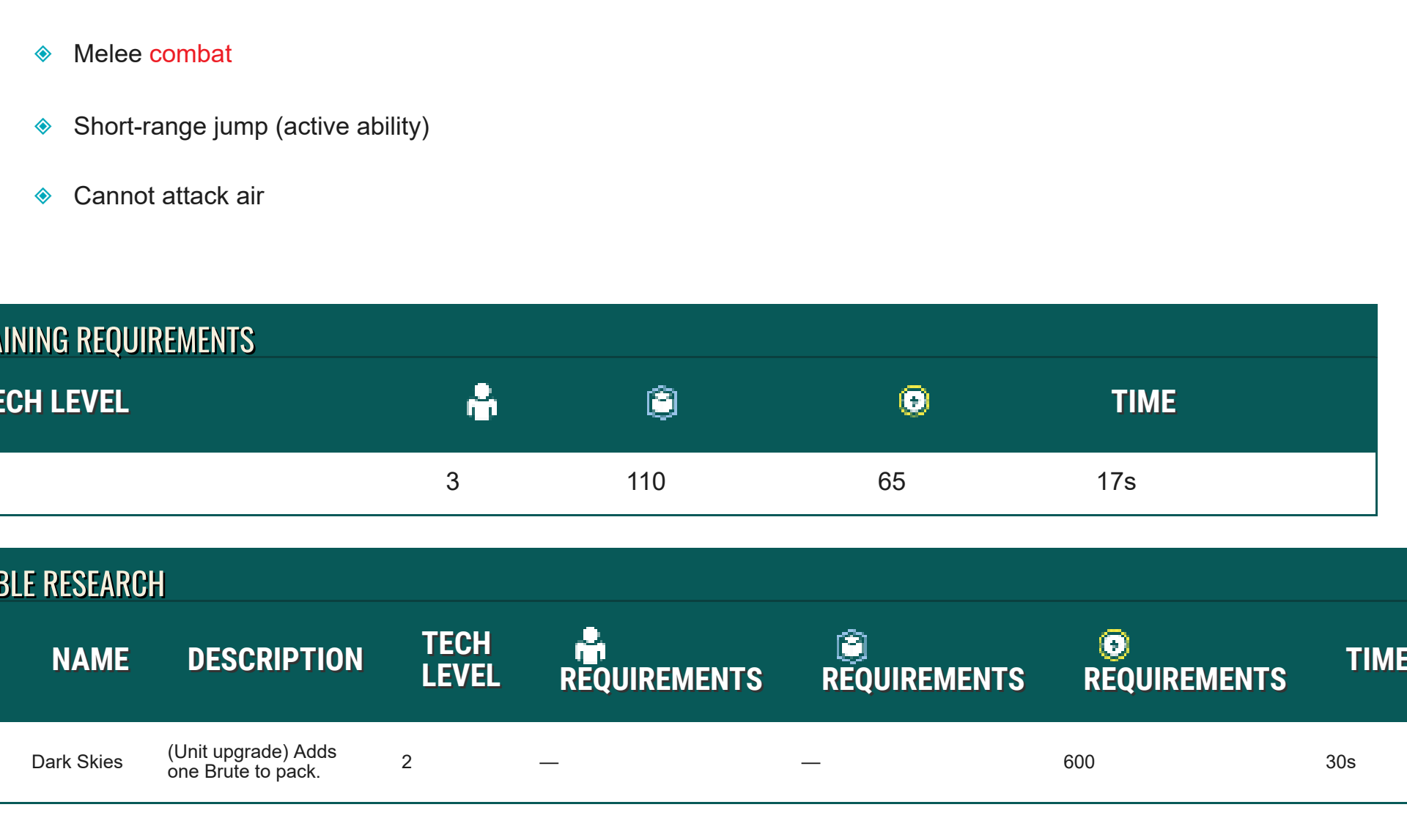
BASIC TACTICS

A Banished leader begins each Multiplayer match with at least three Grunt squads. Use them to claim nearby resources, and consider training an extra squad or two as early as possible.

A group of four Grunt squads is enough to claim a Domination Control Point or Resource Node early in a match. With their very low supply cost, these are great units to quickly take control of a map.

Don't create too many, and use them with caution in the early game; enemy scouts are counter-infantry and make short work of the Grunts.

JUMP PACK BRUTES



Unit Class: Anti-Building

Accessed Via: Raid Camp

Strengths/Weaknesses:

- Melee combat
- Short-range jump (active ability)
- Cannot attack air

TRAINING REQUIREMENTS

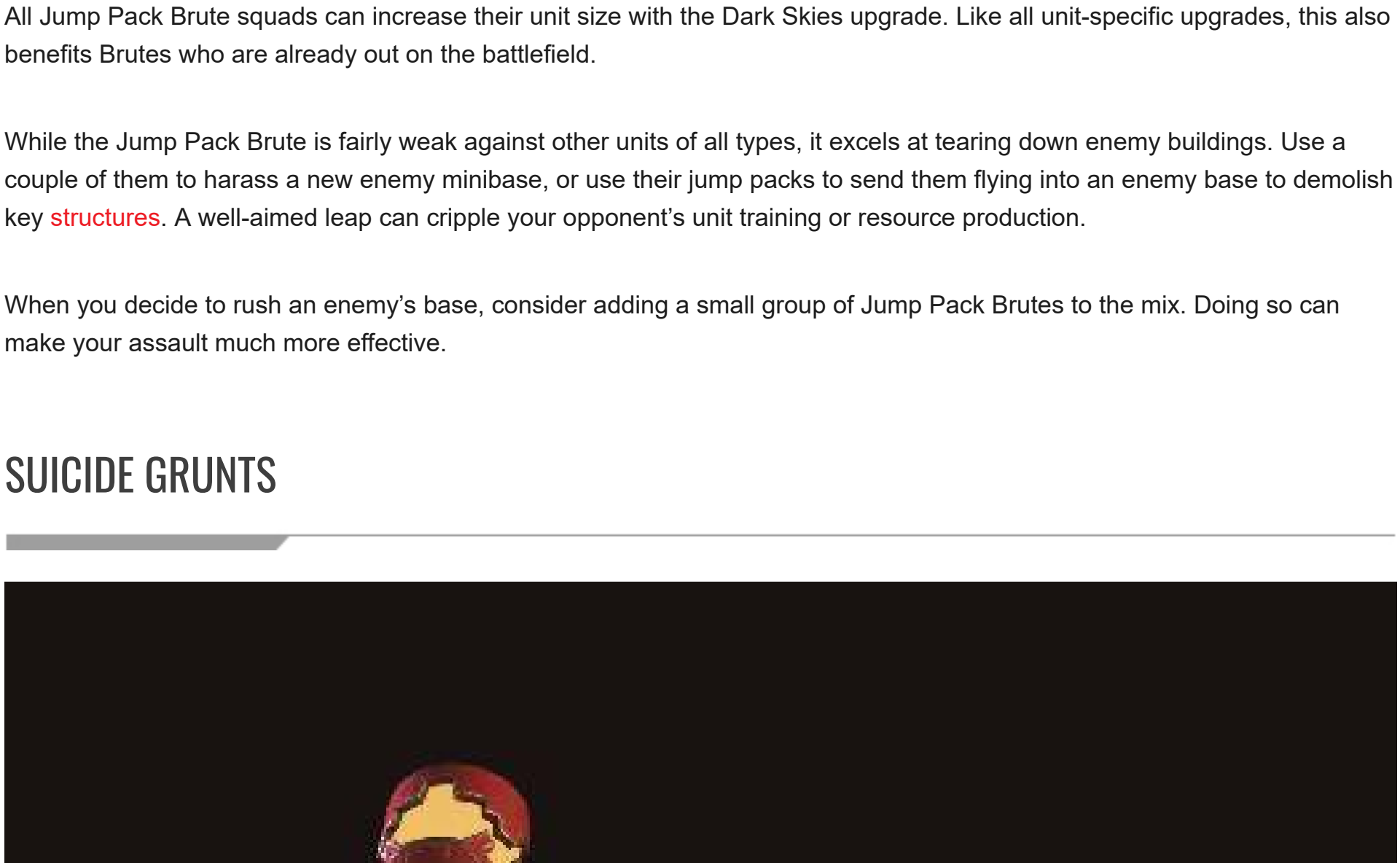
TECH LEVEL	👤	⬡	⊙	TIME
0	3	110	65	17s

AVAILABLE RESEARCH

ICON	NAME	DESCRIPTION	TECH LEVEL	👤 REQUIREMENTS	⬡ REQUIREMENTS	⊙ REQUIREMENTS	TIME
	Dark Skies	(Unit upgrade) Adds one Brute to pack.	2	—	—	600	30s

UNIT DETAILS

Jump Pack Brutes are favored by Atriox for their mobility and savagery. As such, the Banished make extensive use of them for reconnaissance, hit-and-run harassment, and devastating close-quarters assaults. Though the jump packs cannot provide full flight capabilities and must cool down after each use, they allow the Brute warriors to quickly smash into enemy lines, crushing all who stand against the Banished.



BASIC TACTICS

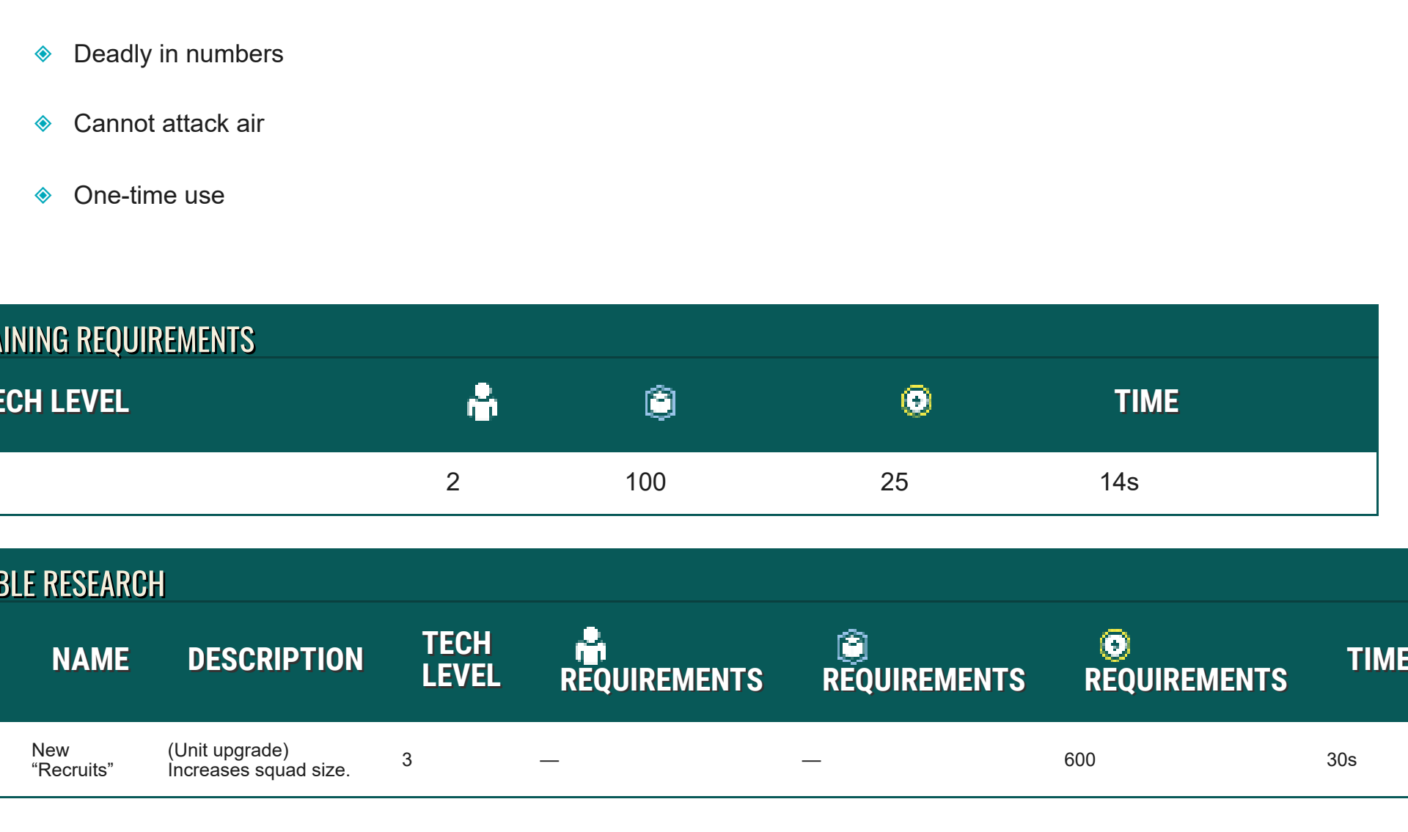
This Brute heavy infantry unit is outfitted with jump packs and gravity hammers. Brutes leap short distances with the packs' assistance, unleashing a crushing attack that deals area-of-effect damage at their destination. Jump Pack Brutes in the service of Atriox also drop trip mines along their jump paths to deter enemy pursuit.

All Jump Pack Brute squads can increase their unit size with the Dark Skies upgrade. Like all unit-specific upgrades, this also benefits Brutes who are already out on the battlefield.

While the Jump Pack Brute is fairly weak against other units of all types, it excels at tearing down enemy buildings. Use a couple of them to harass a new enemy minibase, or use their jump packs to send them flying into an enemy base to demolish key structures. A well-aimed leap can cripple your opponent's unit training or resource production.

When you decide to rush an enemy's base, consider adding a small group of Jump Pack Brutes to the mix. Doing so can make your assault much more effective.

SUICIDE GRUNTS



Unit Class: Anti-Infantry

Accessed Via: Raid Camp

Strengths/Weaknesses:

- Deadly in numbers
- Cannot attack air
- One-time use

TRAINING REQUIREMENTS

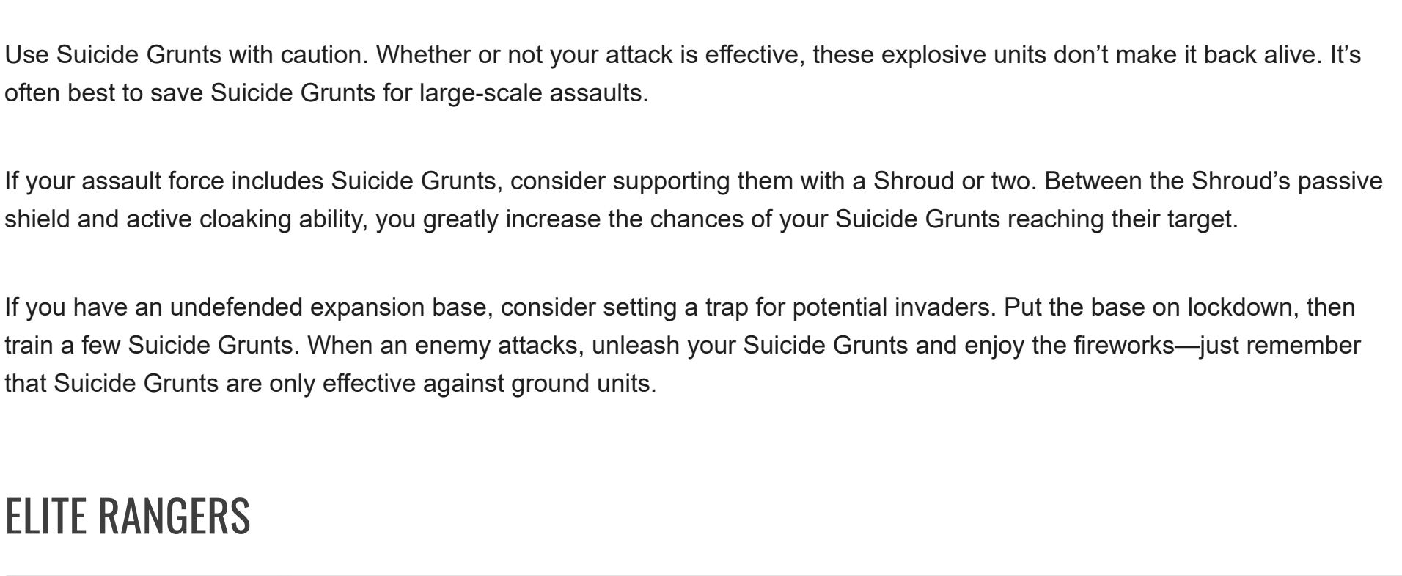
TECH LEVEL	👤	⬡	⊙	TIME
0	2	100	25	14s

AVAILABLE RESEARCH

ICON	NAME	DESCRIPTION	TECH LEVEL	👤 REQUIREMENTS	⬡ REQUIREMENTS	⊙ REQUIREMENTS	TIME
	New "Recruits"	(Unit upgrade) Increases squad size.	3	—	—	600	30s

UNIT DETAILS

Truly aggressive and violent Grunts are rare, but without Covenant oversight or the environmental hazards of Balaho to cull them from the population, the number of aberrant has increased dramatically in thrall colonies. The Banished have adapted existing indoctrination protocols to turn the aggression and natural cleverness of these Grunts to their own violent purposes.



Suicide Grunts are specially chosen infantry with exaggerated aggressive tendencies. Each Grunt is fitted with an unstable plasma cell and detonator and given only one order: rush the assigned target and violently explode. They can be upgraded with new "recruits" and plasma lensing, which increases their damage against structures and vehicles. Killing Suicide Grunts before they reach their target reduces the effectiveness of their detonation.

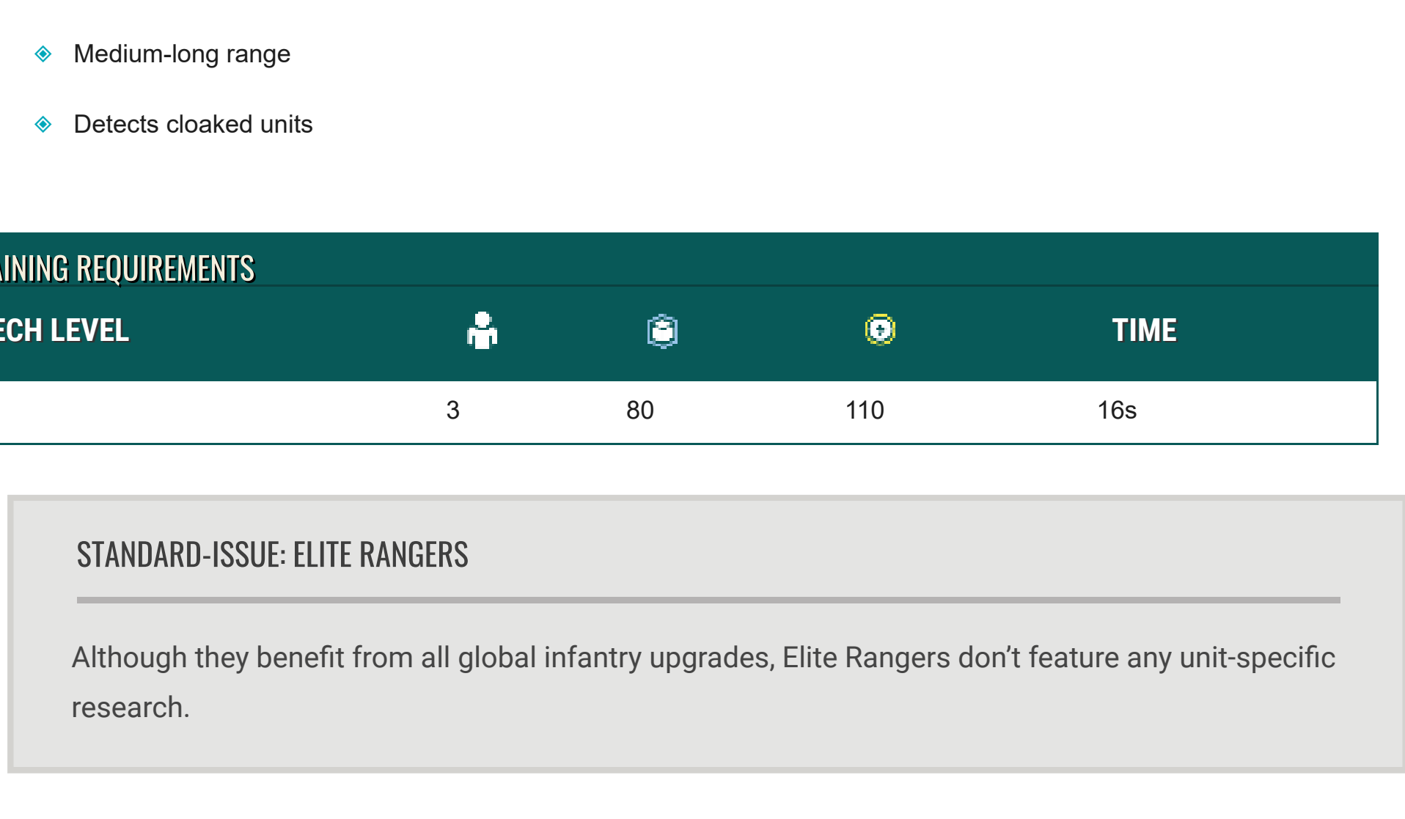
BASIC TACTICS

Use Suicide Grunts with caution. Whether or not your attack is effective, these explosive units don't make it back alive. It's often best to save Suicide Grunts for large-scale assaults.

If your assault force includes Suicide Grunts, consider supporting them with a Shroud or two. Between the Shroud's passive shield and active cloaking ability, you greatly increase the chances of your Suicide Grunts reaching their target.

If you have an undefended expansion base, consider setting a trap for potential invaders. Put the base on lockdown, then train a few Suicide Grunts. When an enemy attacks, unleash your Suicide Grunts and enjoy the fireworks—just remember that Suicide Grunts are only effective against ground units.

ELITE RANGERS



Unit Class: Anti-Infantry

Accessed Via: Raid Camp

Strengths/Weaknesses:

- Medium-long range
- Detects cloaked units

TRAINING REQUIREMENTS

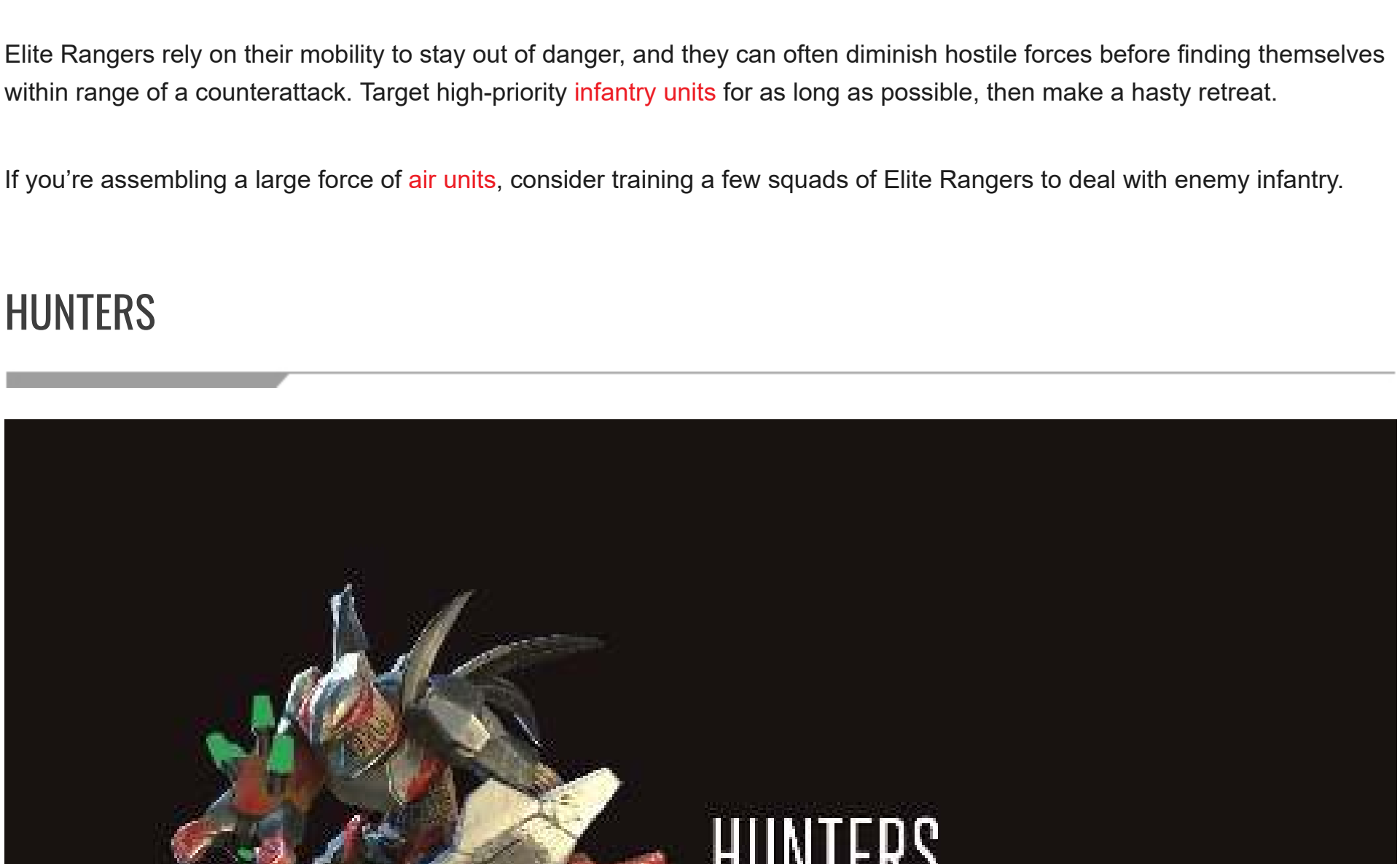
TECH LEVEL	👤	⬡	⊙	TIME
2	3	80	110	16s

STANDARD-ISSUE: ELITE RANGERS

Although they benefit from all global infantry upgrades, Elite Rangers don't feature any unit-specific research.

UNIT DETAILS

The Elite Rangers are specialist infantry units devoted to anti-personnel duties. They are armed with rapid-fire carbines with excellent range, and have no need to stop moving to fire, like the UNSC Sniper.



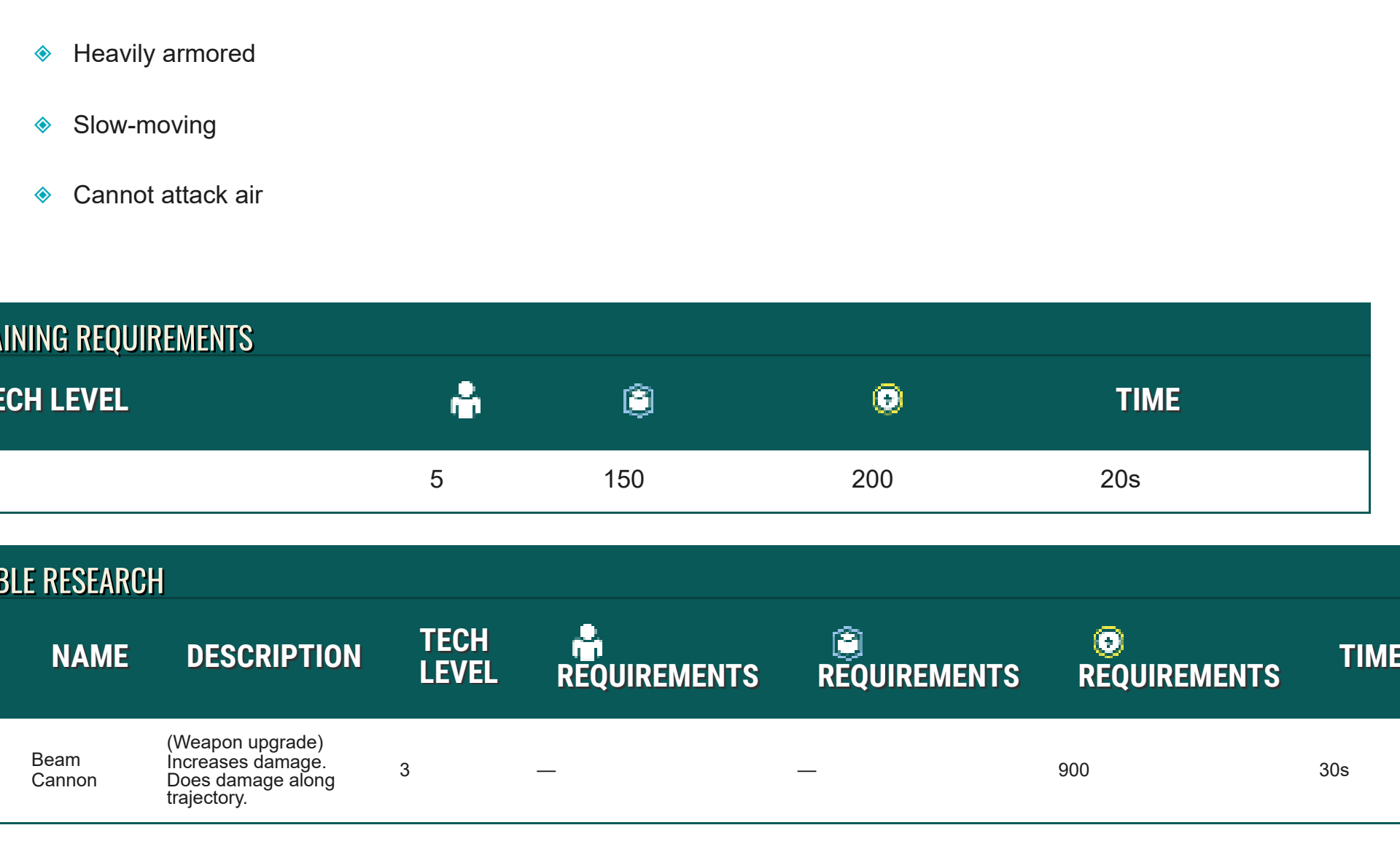
Rangers serve as the skirmishers and snipers of the Shipmaster's mercenary group, tasked with eliminating high-value enemy leaders and scouting routes for his raiding squads. Rangers deploy in pairs that can operate for days, even weeks, away from the main Banished forces. All are hardened raiders and merciless killers who would (and did) sell their own clan if there was profit in it.

BASIC TACTICS

Elite Rangers rely on their mobility to stay out of danger, and they can often diminish hostile forces before finding themselves within range of a counterattack. Target high-priority infantry units for as long as possible, then make a hasty retreat.

If you're assembling a large force of air units, consider training a few squads of Elite Rangers to deal with enemy infantry.

HUNTERS



Unit Class: Anti-Vehicle

Accessed Via: Raid Camp

Strengths/Weaknesses:

- Heavily armored
- Slow-moving
- Cannot attack air

TRAINING REQUIREMENTS

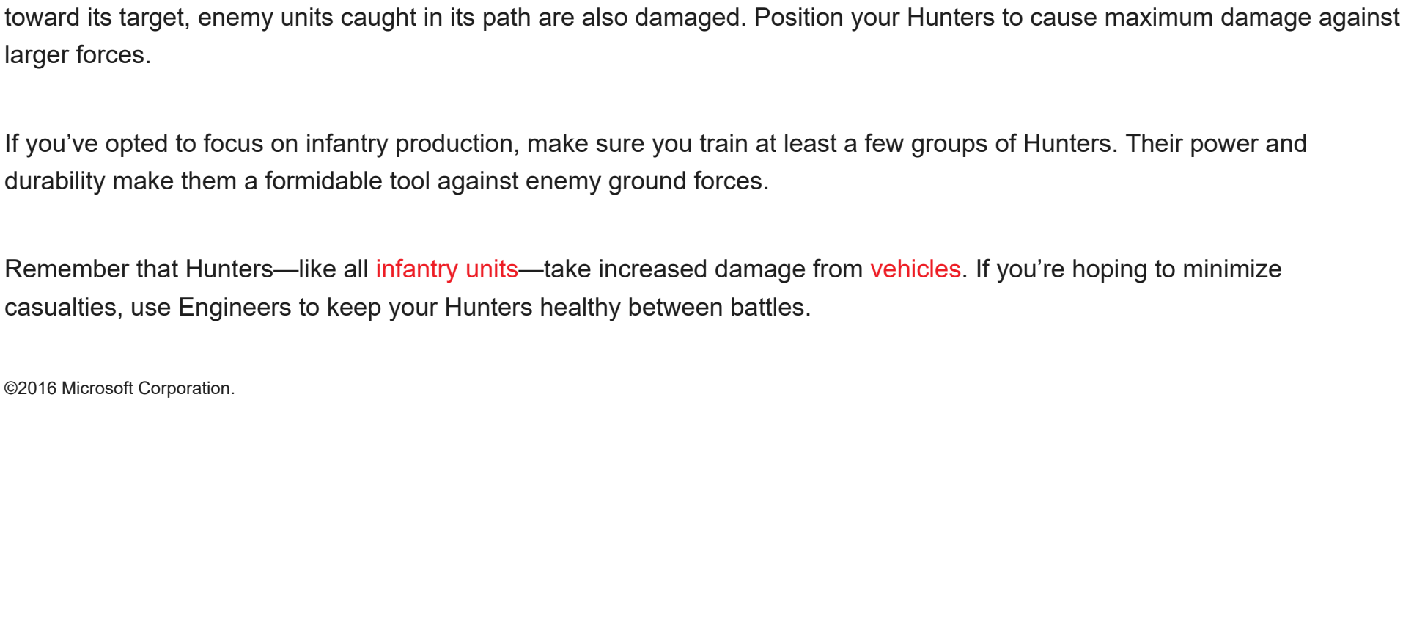
TECH LEVEL	👤	⬡	⊙	TIME
2	5	150	200	20s

AVAILABLE RESEARCH

ICON	NAME	DESCRIPTION	TECH LEVEL	👤 REQUIREMENTS	⬡ REQUIREMENTS	⊙ REQUIREMENTS	TIME
	Beam Cannon	(Weapon upgrade) Increases damage. Does damage along trajectory.	3	—	—	900	30s

UNIT DETAILS

The Hunter is just one form taken by Lekgolo worm colonies, with other notable examples including the musculature and control systems for the Scarab and Locust. Always cryptic and indecipherable, Lekgolo in the service of the Banished seem curiously aggressive, and the Brutes take great care to separate them from the general population of thralls and mercenaries under their banner to avoid unnecessary carnage. It's possible the Hunters' service is not voluntary, though only Atriox's inner circle knows the truth.



BASIC TACTICS

Hunters are super-heavy infantry who fight in bonded pairs. They are very resilient to all attacks, and their fuel-rod cannons deal heavy damage to any ground target and to vehicles in particular.

Hunters can be upgraded to equip beam cannons that fire a constant stream of energy at a target. As the beam travels toward its target, enemy units caught in its path are also damaged. Position your Hunters to cause maximum damage against larger forces.

If you've opted to focus on infantry production, make sure you train at least a few groups of Hunters. Their power and durability make them a formidable tool against enemy ground forces.

Remember that Hunters—like all infantry units—take increased damage from vehicles. If you're hoping to minimize casualties, use Engineers to keep your Hunters healthy between battles.

Vehicles

About Vehicles

From fast-moving scouts to heavily armored tanks, each vehicle offers a different balance of speed, power, and utility. Most of them perform well against infantry, but the bulk of them have difficulty dealing with air units. Fortunately, both factions are able to produce designated anti-air vehicles.

Vehicles

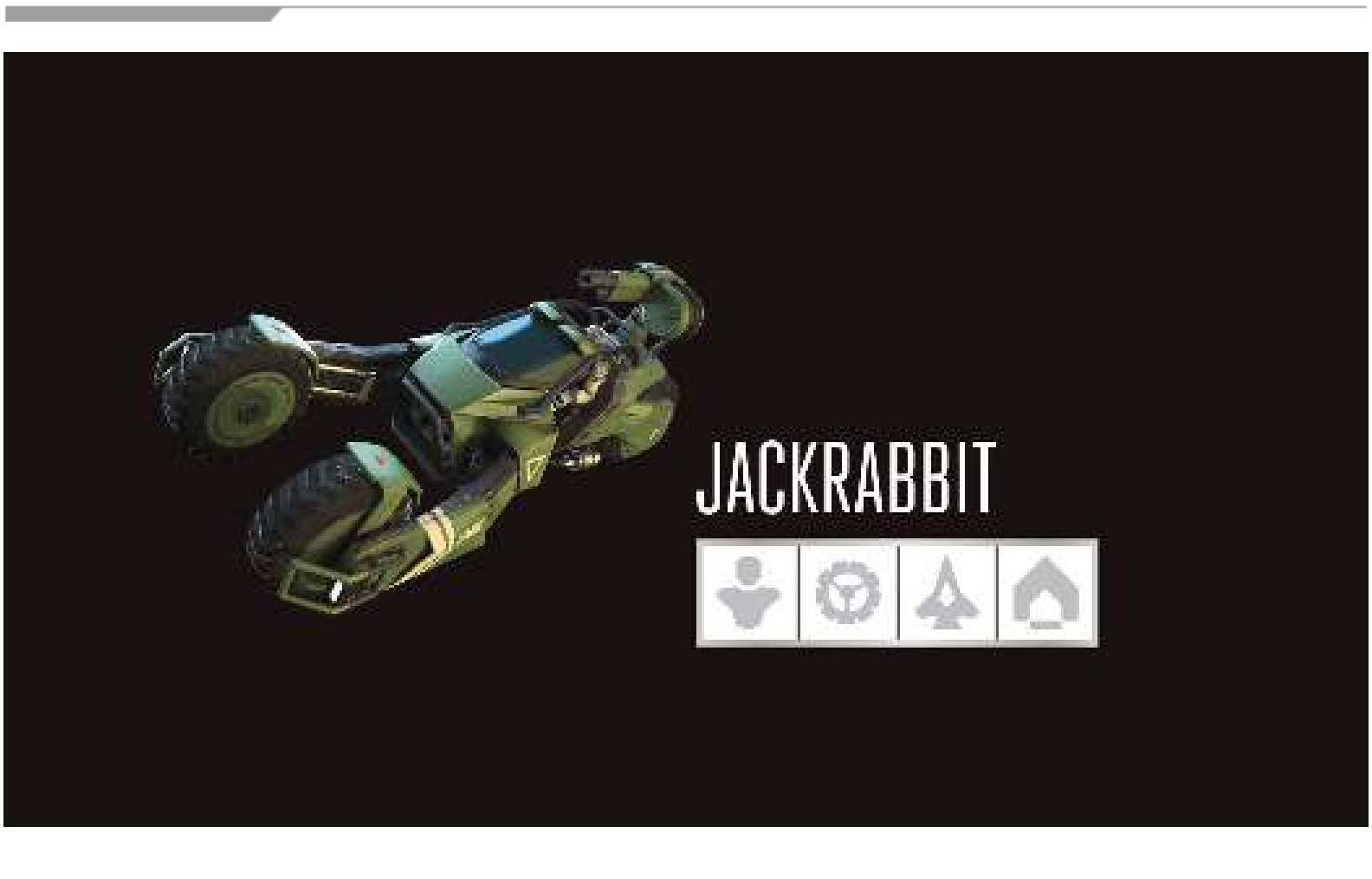
UNSC Vehicles

All UNSC vehicle units benefit from the global vehicle upgrades found in the Garage.

GLOBAL UPGRADES: UNSC VEHICLES

ICON	NAME	DESCRIPTION	TECH LEVEL	👤 REQUIREMENTS	⬢ REQUIREMENTS	⊙ REQUIREMENTS	TIME
	Vehicle Upgrade I	(All vehicles) 10% damage boost. 10% health boost.	2	—	—	500	60s
	Vehicle Upgrade II	(All vehicles) 20% damage boost. 20% health boost. Requires Vehicle Upgrade I.	2	—	—	750	80s
	Vehicle Upgrade III	(All vehicles) 30% damage boost. 30% health boost. Requires Vehicle Upgrade II.	3	—	—	1000	100s

JACKRABBIT



Unit Class: Scout

Accessed Via: UNSC Bases and Minibases

Strengths/Weaknesses:

- Very fast-moving
- Can de-capture
- No standard-issue weapon

TRAINING REQUIREMENTS

TECH LEVEL	👤	⬢	⊙	TIME
0	2	210	—	21s

AVAILABLE RESEARCH

ICON	NAME	DESCRIPTION	TECH LEVEL	👤 REQUIREMENTS	⬢ REQUIREMENTS	⊙ REQUIREMENTS	TIME
	Mini-Frag Launcher	(Unit upgrade) Weaponizes Jackrabbit.	1	—	—	200	25s
	Support Drone	(Unit upgrade) Equips drone. Increases line of sight. Detects cloaked units. Drone heals Jackrabbit. Requires Mini-Frag Launcher.	1	—	—	300	30s

UNIT DETAILS

Comparatively cheap and easy to manufacture, the Jackrabbit's design blueprint was one of the first to be integrated by the *Spirit of Fire* after Isabel's rescue. This lightly armored trike can outrun most ground units, making it well-suited to its role as a UNSC scout vehicle.

The standard Jackrabbit isn't equipped with a weapon system, but it can be upgraded with a medium-range mini-frag launcher. The available Support Drone upgrade outfits each Jackrabbit with a hovering drone that increases the unit's line of sight, allows it to identify cloaked targets, and initiates battlefield repairs as needed.

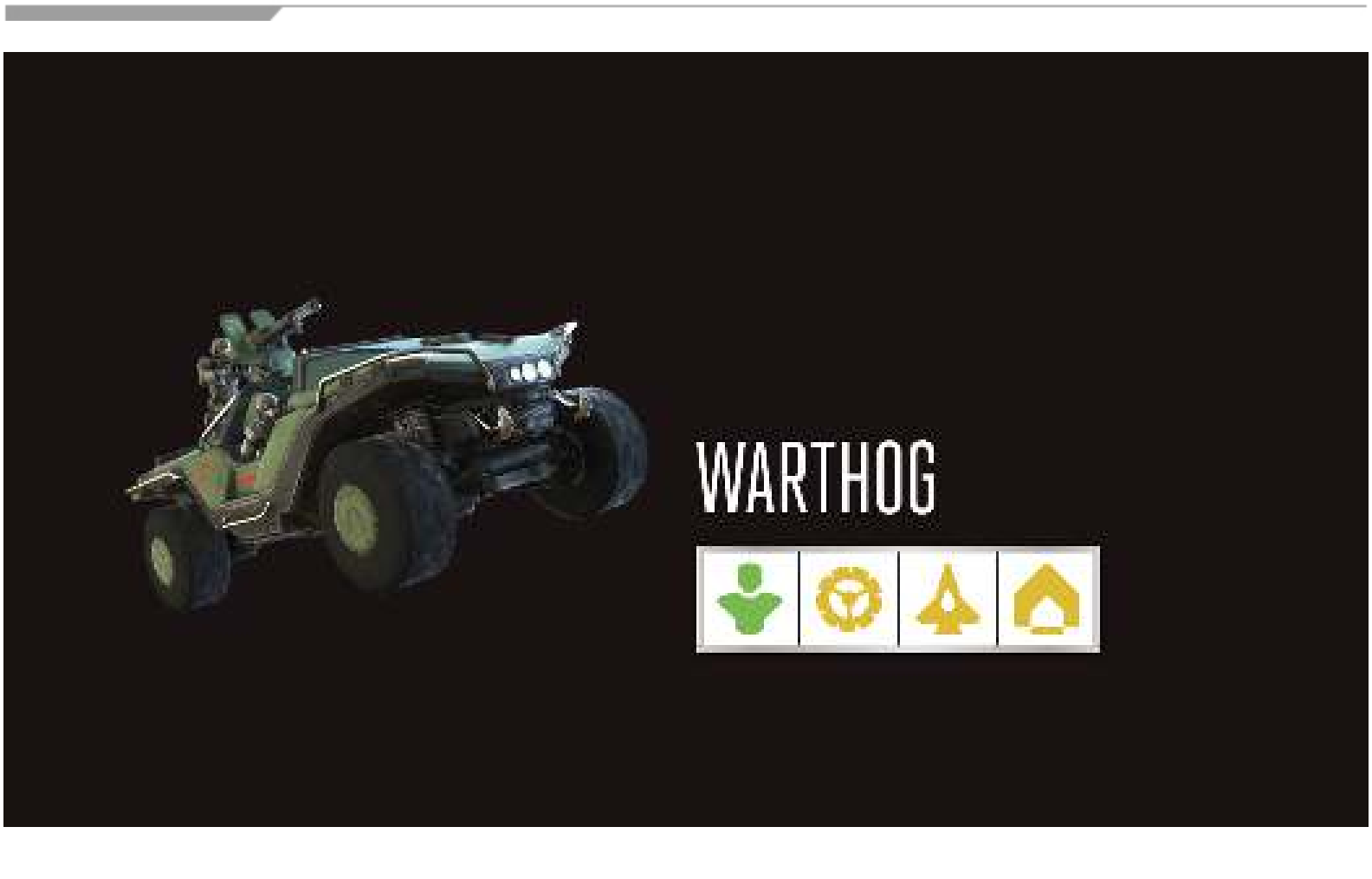
BASIC TACTICS

The Jackrabbit's speed makes it an excellent scout. It's fairly inexpensive, and it can be produced in any USNC base structure. Consider building at least one Jackrabbit early in a match; send it out to gather unclaimed resources, and then make a quick drive past enemy bases to get a sense of what your opponents are planning.

A Jackrabbit's speed is its greatest asset. If you want to make the most of your Jackrabbits, avoid grouping them with slower units. Use them to scout your enemies, gather resources, and de-capture any unguarded points your enemies might be holding.

Even a fully upgraded Jackrabbit doesn't pose much of a threat on the battlefield. Its mini-frag launcher deals moderate damage to infantry and vehicles, but it has a low rate of fire, and it's fairly ineffective against air units and enemy structures. Still, a large group of upgraded Jackrabbits can cause your opponents a considerable amount of grief. Pass a cluster of Jackrabbits near an enemy base or assembling army, focus your fire on vulnerable units, and then beat a hasty retreat. Allow your Jackrabbits' drones enough time to complete necessary repairs, and then send your fleet back in for another pass.

WARTHOG



Unit Class: Core Vehicle

Accessed Via: Garage

Strengths/Weaknesses:

- Fast-moving
- Can ram enemies (active ability)
- Good all-around vehicle

TRAINING REQUIREMENTS

TECH LEVEL	👤	⬢	⊙	TIME
2	4	250	—	24s

AVAILABLE RESEARCH

ICON	NAME	DESCRIPTION	TECH LEVEL	👤 REQUIREMENTS	⬢ REQUIREMENTS	⊙ REQUIREMENTS	TIME
	Gauss Cannon	(Weapon upgrade) Damage boost. Range boost.	3	—	—	750	30s

UNIT DETAILS

The most versatile vehicle in the UNSC inventory, the Warthog has been manufactured in one variant or another for centuries. This famously reliable vehicle boasts impressive speed, enhanced suspension, and four-wheel steering—all of which have helped make it one of the UNSC's handiest units.

A standard Warthog comes equipped with a light autocannon. This weapon is most effective against infantry, but it's also capable of dealing reliable damage to all but the most heavily armored units. The available Gauss Cannon upgrade not only improves the Warthog's damage and attack range, it makes this unit much more effective against heavy vehicles.

BASIC TACTICS

Offering an excellent balance of speed and combat ability, the Warthog provides more versatility than any other UNSC vehicle. Once you've constructed a Garage, use Warthogs to reinforce struggling units, harass enemy bases, or investigate territory that might be too dangerous for conventional scout units.

The Warthog comes standard with the Ram active ability. A well-timed collision can deal heavy damage to enemy infantry, and it's an excellent way to kick off an encounter.

Like all vehicles, Warthogs are vulnerable to attacks from counter-units and enemy aircraft. Even so, they can deal reliable damage to virtually any target. A group of Warthogs holds its own against all but the most powerful units, but don't hesitate to pull back if a battle takes a turn for the worse.

The Gauss Cannon upgrade makes the already capable Warthog much more effective against enemy vehicles. However, researching this weapon upgrade requires Tech Level 3. If your strategy relies on a large force of Warthogs, upgrading your base should be a priority.

WOLVERINE

Unit Class: Anti-Air

Accessed Via: Garage

Strengths/Weaknesses:

- Detects cloaked units
- Mid-range missiles
- Light armor

TRAINING REQUIREMENTS

TECH LEVEL	👤	⬢	⊙	TIME
2	4	150	170	15s

> STANDARD-ISSUE: WOLVERINE
>
> Although it benefits from all global vehicle upgrades, the Wolverine doesn't feature any unit-specific research.

UNIT DETAILS

The Wolverine is a tactical air-defense vehicle capable of dealing massive damage to air units. The variants aboard the *Spirit of Fire* aren't as sophisticated as their contemporary counterparts, but Isabel is making great strides in adapting modern UNSC targeting software to the older hardware.

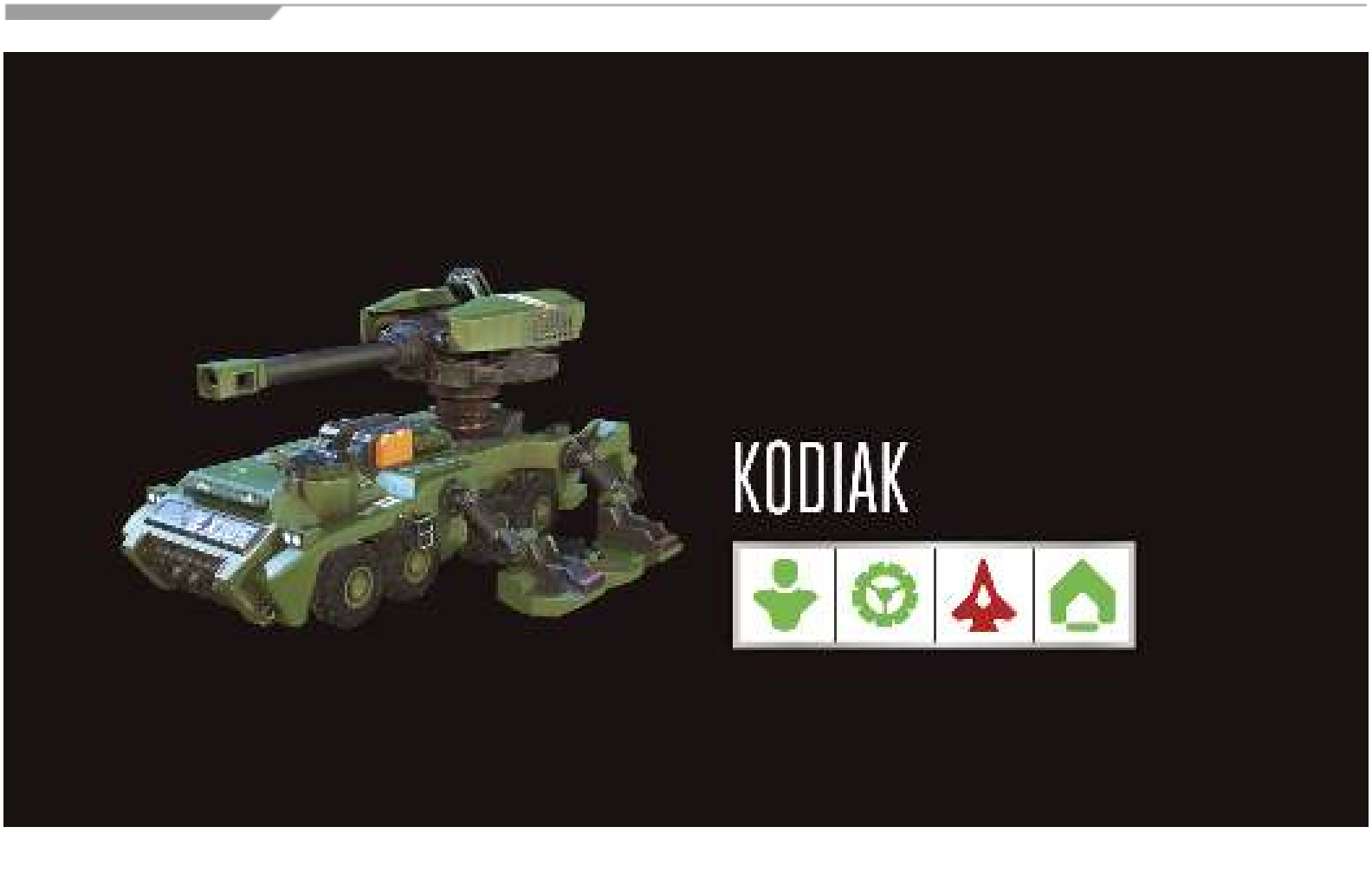
Wolverines are fitted with advanced surface-to-air missile pods, making them the UNSC's best defense against enemy aircraft. However, this specialization comes at a price—they do relatively little damage to infantry, vehicles, and structures. Each Wolverine is outfitted with a secondary grenade launcher to engage ground targets, but it's best to keep these lightly armored vehicles focused on the skies.

BASIC TACTICS

Far from a multitasker, the Wolverine really has only one purpose—to destroy hostile aircraft. Every UNSC force should include at least a few Wolverines, but unless your reconnaissance indicates an impending air attack, avoid dedicating too many resources to these specialized counter-units.

Like all vehicles, Wolverines take increased damage from hostile air units. A group of Wolverines can overwhelm most enemy aircraft, but it's often necessary to repair them during prolonged engagements. If your opponent seems to favor air attacks, consider grouping your Wolverines with a few Nightingales or fully upgraded Marine squads.

KODIAK



Unit Class: Artillery

Accessed Via: Garage

Strengths/Weaknesses:

- Fires when deployed (active ability)
- Very long range
- Strong against infantry

TRAINING REQUIREMENTS

TECH LEVEL	👤	⬢	⊙	TIME
2	6	500	—	35s

> STANDARD-ISSUE: KODIAK
>
> Although it benefits from all global vehicle upgrades, the Kodiak doesn't feature any unit-specific research.

UNIT DETAILS

Soon after Isabel introduced the unit to the *Spirit of Fire*, the Kodiak became a favorite of the ship's crew. With this self-propelled artillery gun, UNSC forces can utilize spectacular firepower throughout the battlefield.

The Kodiak artillery system boasts a long-range siege cannon—though the vehicle must deploy before its cannon can fire. When a Kodiak enters lockdown mode, a pair of articulated "feet" fold down from the vehicle's sides. These anchor the vehicle to the ground, providing stability and minimizing the cannon's recoil. The Kodiak is also outfitted with a medium machine gun, providing a small amount of defense when the cannon isn't deployed.

BASIC TACTICS

Kodiaks don't generally fare well against air units. But once it's deployed, a Kodiak offers long-range, high-damage attacks that are effective against most ground targets. This means that a properly deployed Kodiak is likely to get your enemy's attention—be prepared to defend your artillery.

A Kodiak is most vulnerable when it's deploying or retracting its stabilizing "feet." The transition takes a few seconds, during which the Kodiak can neither move nor attack. Deploying your Kodiak in the right location—and at the right time—helps maximize its effect on a battle.

Most units benefit from claiming the high ground, and this is particularly true for the Kodiak. Place these units on cliffs overlooking strategically important areas.

Like the Sniper, the Kodiak's attack range exceeds its line of sight. Use fast-moving units as spotters to acquire new targets for a deployed Kodiak.

SCORPION

Unit Class: Heavy Tank

Accessed Via: Garage

Strengths/Weaknesses:

- Heavy armor
- Powerful attack

TRAINING REQUIREMENTS

TECH LEVEL	👤	⬢	⊙	TIME
3	7	650	50	44s

AVAILABLE RESEARCH

ICON	NAME	DESCRIPTION	TECH LEVEL	👤 REQUIREMENTS	⬢ REQUIREMENTS	⊙ REQUIREMENTS	TIME
	Canister Shell	(New ability) Area attack. Strong against infantry. Ground attack only.	3	—	—	900	30s

UNIT DETAILS

The *Spirit of Fire* carries a large complement of Scorpion tanks modified during the years in which the ship drifted in space. This updated variant features a more efficient armor arrangement, improved situational awareness for the operator, and an upgraded main cannon—all of which make this heavy tank an even match for its modern-day counterparts.

The Scorpion is armed with a heavy cannon to punch holes in armored vehicles, and a secondary machine gun for dealing with enemy infantry. These formidable tanks can also be modified to fire canister shells for high-damage area-of-effect attacks.

BASIC TACTICS

Scorpion tanks are devastating to infantry, vehicles, and structures, but they're less effective against air units. Still, the Scorpion stands as one of the UNSC's most reliable damage-dealers.

Researching the Canister Shell upgrade unlocks a powerful area-of-effect attack. However, this active ability has a significant cooldown. Choose your targets wisely.

Considering the power it brings into the battlefield, the Scorpion boasts impressive mobility. Even so, when you need to respond to an emergency situation, your tanks aren't likely to be your quickest option. Get your Scorpions moving, then send in some of your faster (and preferably less expensive) units to hold off enemy forces until your tanks arrive.

A fleet of Scorpion tanks is a force on the battlefield, but it also serves as an appealing target for direct-damage Leader Powers. Spread out your Scorpions to minimize the damage caused by area-of-effect counterattacks.

DLC VEHICLE: GRIZZLY

GRIZZLY (DLC VEHICLE)

Unit Class: Heavy Tank

Accessed Via: Garage

Strengths/Weaknesses:

- Very heavy tank
- Strong against ground units
- Only available to Forge
- Replaces Scorpion

TRAINING REQUIREMENTS

TECH LEVEL	👤	⬢	⊙	TIME
3	11	900	80	60s

AVAILABLE RESEARCH

ICON	NAME	DESCRIPTION	TECH LEVEL	👤 REQUIREMENTS	⬢ REQUIREMENTS	⊙ REQUIREMENTS	TIME
	Missile Barrage	(New ability) Powerful area attack. Ground attack only.	3	—	—	1000	50s

UNIT DETAILS

Thanks to the modifications made by the late Sergeant Forge, the Grizzly is the UNSC's most powerful assault tank. Although it's outfitted with thicker armor, dual machine guns, dual missile pods, and dual cannons, the Grizzly manages to retain the Scorpion's mobility.

BASIC TACTICS

Commanding (and countering) the Grizzly isn't much different from handling a Scorpion. Both tanks are extremely effective against ground units and less effective against air units. That being said, the Grizzly is more powerful than a standard Scorpion tank—especially against infantry units—and its enhanced armor makes it far more durable. Of course, the heavy modifications come at a price. Producing a Grizzly requires more resources than a Scorpion tank, and the process takes about 30 percent longer. More importantly, a Grizzly takes a heavier toll on your Population limit. Plan accordingly if you hope to amass a fleet of Grizzlies.

Vehicles

Banished Vehicles

All Banished vehicles benefit from the global vehicle upgrades found in the Foundry.

GLOBAL UPGRADES: BANISHED VEHICLES

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Vehicle Upgrade I	(All vehicles) 10% damage boost. 10% health boost.	2	—	—	500	60s
	Vehicle Upgrade II	(All vehicles) 20% damage boost. 20% health boost. Requires Vehicle Upgrade I.	2	—	—	750	80s
	Vehicle Upgrade III	(All vehicles) 30% damage boost. 30% health boost. Requires Vehicle Upgrade II.	3	—	—	1000	100s

CHOPPER

Unit Class: Scout

Accessed Via: Banished Bases and Minibases

Strengths/Weaknesses:

- Fast-moving
- Can ram enemies (active ability)

TRAINING REQUIREMENTS

TECH LEVEL				TIME
1	3	270	—	23s

AVAILABLE RESEARCH

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Shrapnel Rounds	(Weapon upgrade) Adds explosive rounds. Detects cloaked units.	1	—	—	450	30s

UNIT DETAILS

The Brute counterpart to the Warthog, Choppers are durable raiding vehicles that can deal out punishment with their twin spike autocannons and ability to ram enemy forces that approach too close. The spike cannons can be upgraded with Shrapnel Rounds for additional explosive punch.

The Chopper gets its name from sharp rotary blades mounted at the front of the chassis to ram enemy vehicles and shred ground troops, a savage tactic reflective of Brute culture. Choppers are so popular among the Banished that competition to become a driver in the outrider squadrons is a major source of death and injury among Atriox's packs.

BASIC TACTICS

Choppers are your starting scout and early anti-infantry vehicle. Researching the Chopper's Shrapnel Rounds weapon upgrade also allows it to detect cloaked units. Combined with its speed and relatively low cost, the Chopper remains a valuable unit throughout a Multiplayer match.

Creating a Chopper at the beginning of a match increases your chances of claiming distant resources—and early resource acquisition is often the deciding factor in which player comes out on top.

Rushing with a force of Choppers can be a useful tactic. With two Augmented Harvesters and one standard Harvester, you should have enough Supply to create a steady flow of Chopper reinforcements.

GHOST

Unit Class: Scout

Accessed Via: Banished Bases and Minibases

Strengths/Weaknesses:

- Very fast-moving
- Can ram enemies (active ability)
- Only available to Shipmaster
- Replaces Chopper

TRAINING REQUIREMENTS

TECH LEVEL				TIME
1	3	250	—	23s

SPECIAL UNIT: GHOST
SHIPMASTER'S SCOUT

The Ghost is only available to the Shipmaster, and it replaces the Chopper normally offered by Banished bases and minibases.

AVAILABLE RESEARCH

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Vehicle Shielding	(Unit upgrade) Ghost gains a Shield. Detects cloaked units.	1	—	—	450	30s

UNIT DETAILS

Exclusively used by the Shipmaster for their speed and firepower, Ghosts are single-occupant anti-grav speeders armed with twin plasma cannons and the Ram ability to decimate enemy infantry squads. Ghosts can also negate control over Resource Nodes. With the Vehicle Shielding upgrade, the Ghost becomes significantly more durable and an effective high-speed raider.

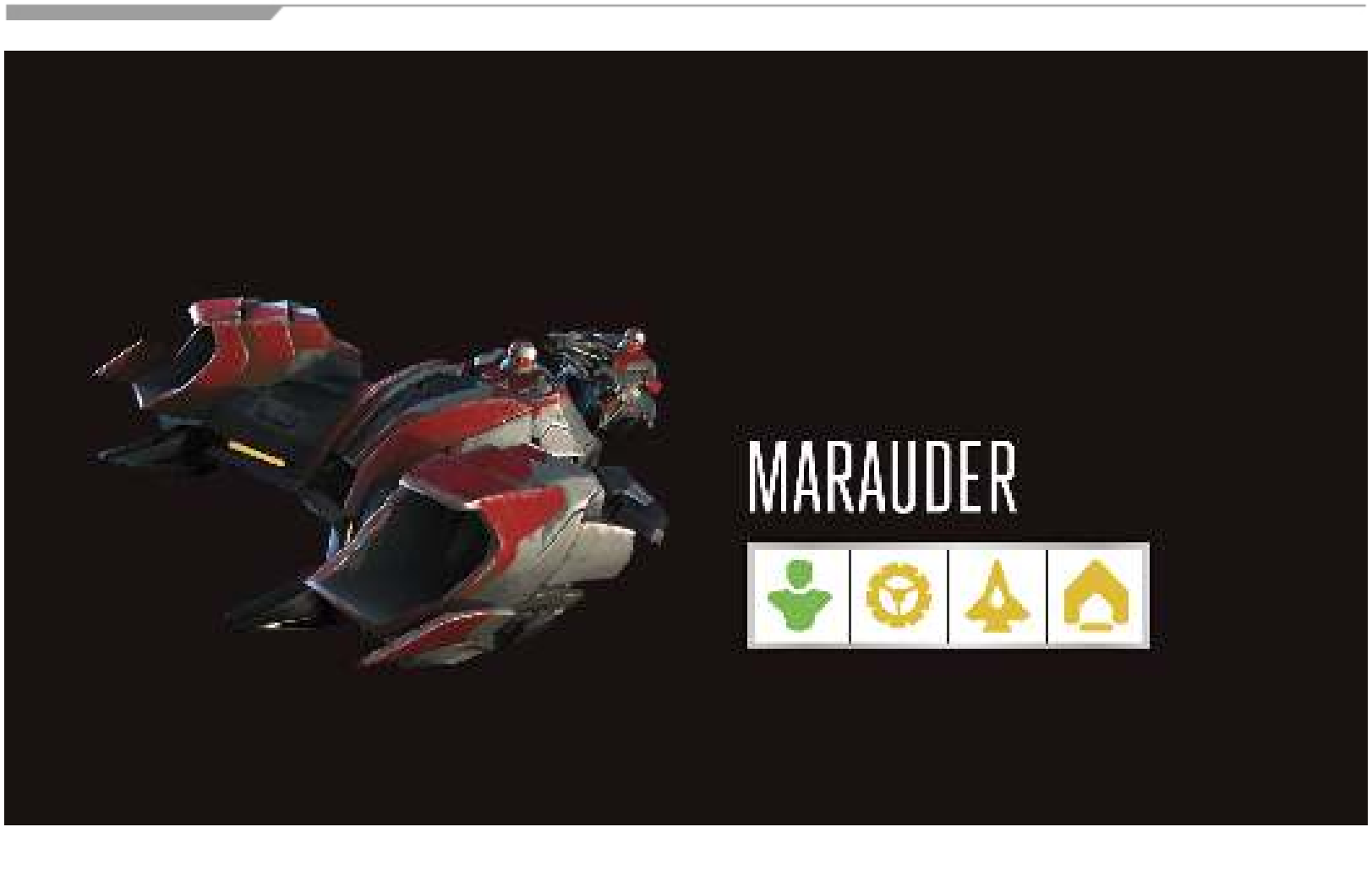
BASIC TACTICS

The Ghost can only be built when playing as the Shipmaster. This unit replaces the Chopper inside the base, at a lower Supply cost of 225 (versus the Chopper's cost of 250). The Population value for both the Chopper and the Ghost is three.

While the Ghost has less armor than the Chopper, it's considerably faster. Use this to your advantage to perform quick raids, or hit-and-run tactics with infantry at different Control Points or Resource Nodes.

The Vehicle Shielding upgrade makes your Ghosts much more effective, and it's a must if you plan on using these ultra-light vehicles in the later stages of a match.

MARAUDER



Unit Class: Core Vehicle

Accessed Via: Foundry

Strengths/Weaknesses:

- Tough armor
- Shots slow enemies

TRAINING REQUIREMENTS

TECH LEVEL				TIME
2	5	400	—	26s

AVAILABLE RESEARCH

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Thick Hide	(Unit upgrade) Greatly increases armor.	3	—	—	700	30s

UNIT DETAILS

Usually operating in close support of Banished infantry, the Marauder is a Jiralhanae design that traces its origins to armored hovercraft that ranged on the plains of Doisac during the world wars that eventually devastated their civilization. The vehicle is also found in the service of the mercenary Shipmaster as a heavier support vehicle for his Ghost raiders.

BASIC TACTICS

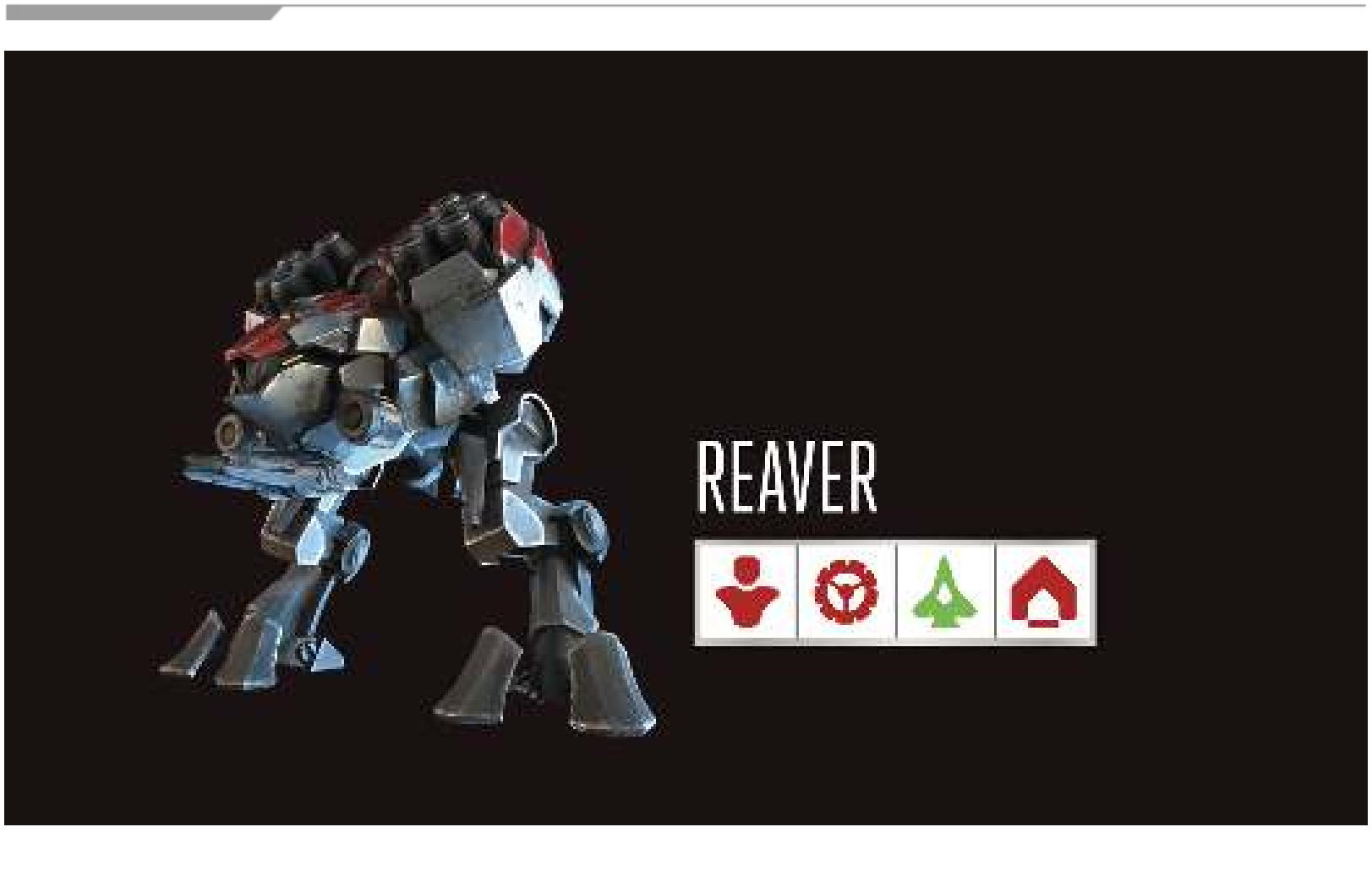
Apart from the Scarab Super unit, the Marauder stands as the most heavily armored vehicle the Banished can produce. This toughness comes at a significant cost—400 Supply, to be specific—and its already impressive armor can be increased via the Thick Hide upgrade.

Investing in the Shipmaster's Advanced Cloaking I Leader Power grants the Marauder an active cloaking ability. Advanced Cloaking II extends the cloak's duration. If you're looking to get the most out of your Marauders, consider selecting the Shipmaster as your leader, and spend your Leader Points accordingly.

Marauders don't fare particularly well against air units. If you favor a vehicle-heavy force, consider some Reavers with your Marauders; the supplemental firepower can be a big help.

Units are briefly slowed by the Marauder's plasma Turret. Combined with its speed, this allows the Marauder to close the gap with any retreating infantry. Pair it with a few Ghosts or Choppers to demolish all infantry on the battlefield.

REAVER



Unit Class: Anti-Air

Accessed Via: Foundry

Strengths/Weaknesses:

- Detects cloaked units
- Weak against vehicles
- Can leap short distances (active ability)

TRAINING REQUIREMENTS

TECH LEVEL				TIME
2	5	175	225	20s

STANDARD-ISSUE: REAVER

Although it benefits from all global vehicle upgrades, the Reaver doesn't feature any unit-specific research.

UNIT DETAILS

The Reaver is a relatively new addition to the Banished arsenal, and its manufacturer is unknown—though it bears telltale marks of both workshop and assembly vat construction, which hints at an origin on Doisac. Reavers have largely replaced the AA Wraith and anti-aerospace fortifications in the Banished forces, and have quickly earned a dreaded reputation among the *Spirit of Fire*'s pilots.

The Reaver is a walker unit unique to the Banished, built to act as a highly mobile counter-air unit. It is armed with Thrasher missile pods that track on enemy aircraft, a spike cannon that can deter attack by infantry, light-armored vehicles for anti-air work, and an energy shield for some added protection.

BASIC TACTICS

The Predatory Leap ability allows the Reaver to jump short distances. This can be useful when you need to make a quick retreat.

While the Reaver specializes in destroying air units, it's also susceptible to heavy damage from enemy aircraft. A small group of Reavers can quickly overwhelm all but the most formidable air units, but be prepared to repair your Reavers during large-scale firefights.

Reavers aren't very effective against ground targets, and they're particularly vulnerable to enemy vehicles. It's often best to group these anti-air specialists with more versatile units.

LOCUST

Unit Class: Anti-Building

Accessed Via: Foundry

Strengths/Weaknesses:

- Sustained damage
- Long range
- Weak armor

TRAINING REQUIREMENTS

TECH LEVEL				TIME
2	4	150	150	25s

STANDARD-ISSUE: LOCUST

Although it benefits from all global vehicle upgrades, the Locust doesn't feature any unit-specific research.

UNIT DETAILS

One of the many Covenant vehicles modified by the Banished to serve their needs, the Locust is a walker unit originally built for mining and excavation purposes. The Covenant repurposed Locusts to demolish enemy buildings and outposts with sustained bombardment from their focus cannons, but the Banished have managed to make these vehicles even more dangerous than they were before.

BASIC TACTICS

The Locust walker is a siege vehicle armed with an unstable focus cannon that deals continuous damage to buildings and vehicles. Use this weapon's range to your advantage—focus on attacking priority targets from a distance. Locusts are fitted with energy shields, but they're relatively fragile once those shields are depleted.

Locusts are able to move while firing at units; use this advantage to avoid counter-units when attacking a base. The Locust's long-range sustained fire also helps eliminate enemy scouts who might be monitoring your army's movements across the battlefield.

Like all ranged units, Locusts are best used on high ground. When you attack an enemy base, look for a nearby cliff that might offer your Locusts a better view of their targets.

WRAITH

Unit Class: Heavy Tank

Accessed Via: Foundry

Strengths/Weaknesses:

- Heavy damage
- Long range

TRAINING REQUIREMENTS

TECH LEVEL				TIME
3	6	550	40	36s

AVAILABLE RESEARCH

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Scorch Mortar	(New ability) Shots continue to cause damage after impact.	3	—	—	850	30s

UNIT DETAILS

Modified to fit the Brutes' warlike aesthetic, the Wraith serves the Banished as both a mainline tank and artillery piece. Armed with its distinctive plasma mortar, the Wraith can shatter heavily reinforced defenses from long distances or engage closer targets with devastating barrages. Despite the Wraith's large size, its boosted gravity drive allows for impressive bursts of speed and surprisingly agile maneuvers over most terrain.

BASIC TACTICS

The Wraith is armed with a plasma mortar for long-range bombardment, and short-range plasma cannons for engaging ground and air units. Wraiths in Banished service are also fitted with energy shields. The Wraith's mortar can accommodate a scorch mortar; the system's unstable plasma shells leave a lingering pool of energy after impact.

While its energy shields offer some extra protection, the Wraith isn't as durable as its UNSC counterparts. If you plan to go head-to-head with a group of Scorpions or Grizzlies, make sure your Wraiths outnumber their targets.

Use the Wraith to back up your army; it makes short work of most infantry and vehicle units. Be cautious of incoming counter-vehicle units or a swarm of enemy air units—these enemies can quickly dispatch a lone Wraith at close range.

Air Units

About Air Units

The shortest distance between two points is a straight line, which gives every air unit an inherent advantage. Even the slowest-moving gunship can bypass cliffs and canyons, making flying units an obvious choice for crippling raids on enemy bases. Of course, not every air unit is designed for combat. Both factions use air-based support units to heal units and structures. Even if you favor other unit types, you'd do well to begin producing air units as soon as you can.

Air Units

UNSC Air Units

All UNSC air units benefit from the global air upgrades found in the Airpad.

GLOBAL UPGRADES: UNSC AIR UNITS

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Air Upgrade I	(All air units) 10% damage boost. 10% health boost.	2	—	—	450	60s
	Air Upgrade II	(All air units) 20% damage boost. 20% health boost. Requires Air Upgrade I.	2	—	—	650	80s
	Air Upgrade III	(All air units) 30% damage boost. 30% health boost. Requires Air Upgrade II.	3	—	—	850	100s

PROTECTOR SENTINEL

PROTECTOR SENTINEL

Unit Class: Core Air

Accessed Via: UNSC Bases and Minibases

Strengths/Weaknesses:

- Fast-moving
- Only available to Anders
- Requires Protector Sentinel Leader Power

TRAINING REQUIREMENTS

TECH LEVEL				TIME
0	4	280	30	25s

SPECIAL UNIT: PROTECTOR SENTINEL
ANDERS' FORERUNNER AIRFORCE

The Protector Sentinel is only available to Anders, and only after you've unlocked the Protector Sentinel (Tier 2) Leader Power. Once you've purchased this passive Power, Protector Sentinels can be produced in any UNSC base or minibase.

AVAILABLE RESEARCH

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Drone Escort	(Unit upgrade) Increases damage. Increases health. Unlocks Lockdown Bolt active ability.	2	—	—	500	30s
	Defense Grid	(Unit upgrade) Increases speed. Detonates on destruction. Requires Drone Escort.	3	—	—	600	35s

UNIT DETAILS

Professor Anders has shown a remarkable ability to manipulate Forerunner command codes and bypass directive locks, giving her the ability to take direct control of the Ark's own Protector Sentinels.

The Protector Sentinel is a flying Forerunner drone armed with an energy-based cleansing beam that can damage all enemy types but is most effective against vehicles. These units can be upgraded with swarming drones capable of temporarily disabling enemy vehicles and buildings. The Defense Grid upgrade allows a defeated Protector Sentinel to explode, unleashing an EMP burst that stuns nearby units.

BASIC TACTICS

Although the Protector Sentinel is exclusive to Anders, it serves as one of the UNSC's best air-based rush options. The unit itself has no Tech Level requirement, and once you've purchased the prerequisite Tier 2 Leader Power, it can be produced in any base you control. With a few expansion bases and a steady flow of resources, you can quickly produce (and rapidly reinforce) a sizable fleet of Protector Sentinels.

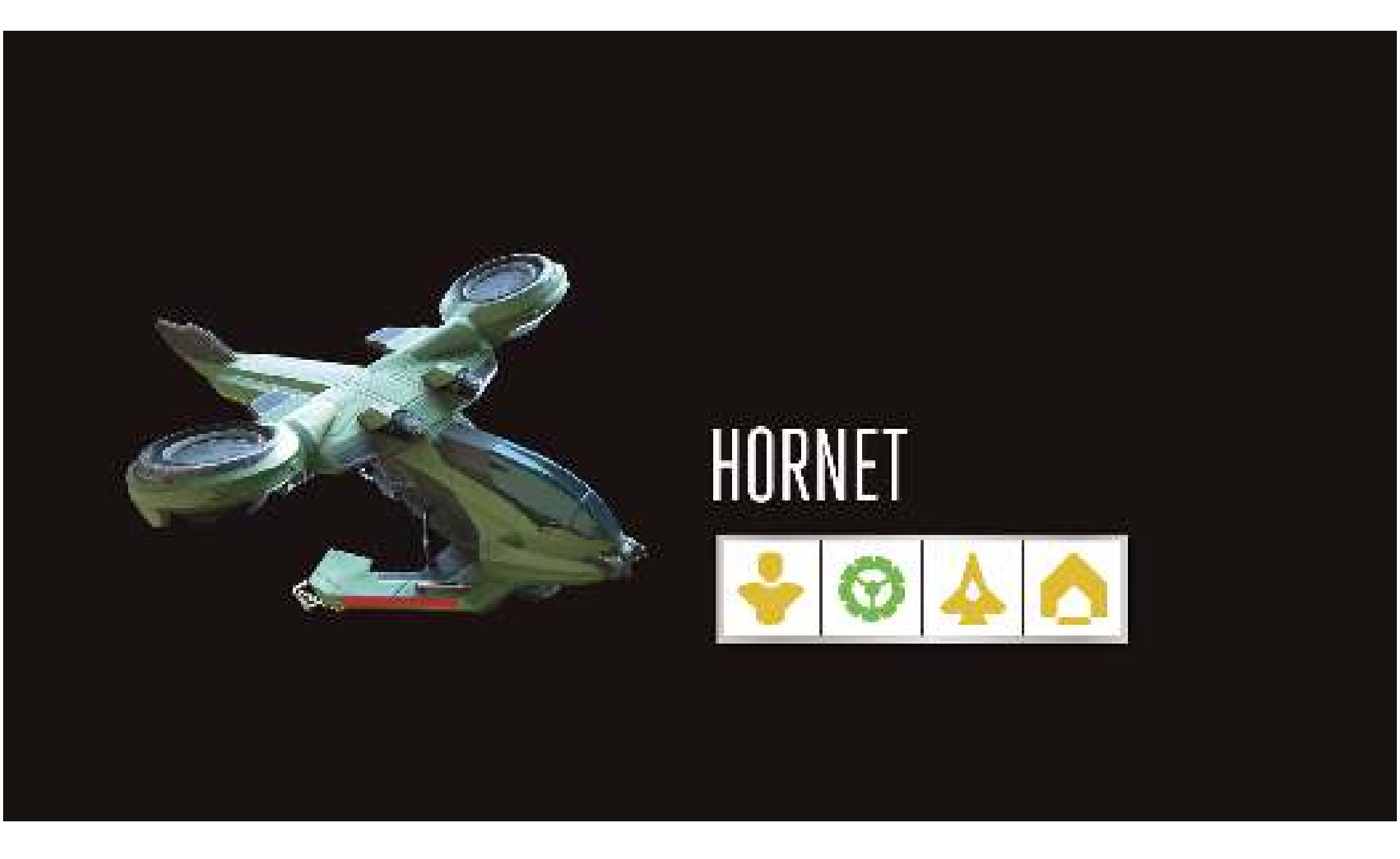
This core air unit isn't as durable as the Hornet, but it's a bit faster, and it offers a better attack range and an extended line of sight.

The Protector Sentinel's Drone Escort not only boosts the unit's health and damage, it also grants access to the Lockdown Bolt. Use this active ability to temporarily disable a target vehicle or structure.

Anders' Sentinel Synergy Leader Power (Tier 4) unlocks additional Protector Sentinel upgrades. Purchasing this Power grants each Protector Sentinel a small shield, increased health, and greater damage output. If you plan to utilize Protector Sentinels, Sentinel Synergy is a worthy investment.

Protector Sentinels don't gain veterancy. Keeping them healthy saves you the cost of replacing them, but don't expect your Forerunner fleet to get stronger as they move from battle to battle.

HORNET



Unit Class: Core Air

Accessed Via: Airpad

Strengths/Weaknesses:

- Fast-moving
- Medium range

TRAINING REQUIREMENTS

TECH LEVEL				TIME
2	4	375	—	20s

AVAILABLE RESEARCH

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Wingmen	(Unit upgrade) Adds Marines with rocket launchers. Increases health.	3	—	—	750	30s

UNIT DETAILS

Hornets are fast-attack aerial gunships used for combat reconnaissance and surprise attacks on high-priority targets. They're armed with medium autocannons that are effective against all targets, and they're particularly adept at taking out light vehicles. Hornets are comparatively fragile, but their speed and versatility make them a valuable tool in the field.

BASIC TACTICS

Don't underestimate these lightly armored gunships. A small group of Hornets can be a force on the battlefield; a large group of Hornets can be absolutely devastating.

The Tech Level requirement makes it difficult to mount a Hornet-based rush early in a game, but if you're able to hold off your enemies long enough to amass a fleet of Hornets, you stand a good chance of overwhelming even well-defended bases—particularly once you've managed to research the Wingmen upgrade.

Despite their natural vulnerability to infantry, Hornets perform fairly well against all unit types—just keep an eye out for anti-air specialists. If you plan to pit your Hornets against Wolverines, Locusts, or upgraded Banshees, make sure your fleet is large enough to overwhelm the enemy.

NIGHTINGALE

NIGHTINGALE

Unit Class: Support

Accessed Via: Airpad

Strengths/Weaknesses:

- Repairs and heals
- Defensive smoke (active ability)
- Detects cloaked units

TRAINING REQUIREMENTS

TECH LEVEL				TIME
2	4	400	—	20s

STANDARD-ISSUE: NIGHTINGALE

Although it benefits from all global air upgrades, the Nightingale doesn't feature any unit-specific research.

UNIT DETAILS

The Nightingale is a dedicated support unit that uses its complement of multipurpose Restoration Drones to heal and repair allied units. Its relatively simple construction (aside from the advanced drone system) made it possible to adapt the Nightingale's design blueprint to the *Spirit of Fire*'s older factory models.

Lacking even a basic weapon system, the Nightingale has no combat abilities. However, it is able to deploy a multi-spectrum smokescreen capable of camouflaging all units within the target area.

BASIC TACTICS

The Nightingale is outfitted with three Restoration Drones. Each drone can target a separate unit, but no unit can be targeted by more than one drone. This means that the Nightingale is most efficient when multiple damaged units are within its sphere of influence.

The Nightingale features average movement speed, medium armor, and no weapons. Even so, its ability to heal units and repair buildings makes it a high-priority target. Avoid sending it out into the field without an escort.

Grouping Nightingales with combat units is obviously useful, but consider designating a team of three Nightingales as one of your control groups. This makes it much easier to keep them safe during large-scale firefights. Move them in to administer emergency healing to multiple targets—if they start taking too much damage, you can order them back with minimal fuss.

The Nightingale's smokescreen camouflages all units and Turrets (friend or foe) within the target area, but it also prevents the affected units from attacking. This means you can deploy smoke near allied units to protect them from incoming fire, or you can drop it on enemy units to disrupt their attacks. The effects are temporary, but a well-placed smokescreen can tip the odds in your favor during heated firefights.

VULTURE

Unit Class: Heavy Air

Accessed Via: Airpad

Strengths/Weaknesses:

- Heavily armored gunship
- Effective against most targets
- Can launch devastating Phoenix missile (active ability)

TRAINING REQUIREMENTS

TECH LEVEL				TIME
3	9	750	75	40s

STANDARD-ISSUE: VULTURE

Although it benefits from all global air upgrades, the Vulture doesn't feature any unit-specific research.

UNIT DETAILS

Essentially a flying tank, the Vulture is the largest combat aerodyne in UNSC service. Vulture gunships use twin autocannons to clear out ground units, and they're outfitted with missile pods that can make short work of most air units. However, the Vulture's most devastating weapon comes in the form of Phoenix tactical nuclear missiles.

BASIC TACTICS

Heavily armed and armored, the Vulture is effective in most combat situations. However, its slow-moving speed leaves it vulnerable to focused counterattacks. Be particularly cautious around groups of core air units—a swarm of Banshees or Hornets can down a Vulture fairly quickly.

The Phoenix missile is a devastating weapon, but it's slow to fire. During the extended (and well-telegraphed) launching window, the Vulture's core weapon systems are disabled. This gives enemy forces ample time to dodge the incoming missile—or worse, to destroy the Vulture before the missile launches. This means the Phoenix missile is best used against enemy bases. If you choose to use this ability against units, do so during chaotic firefights (during which your enemies might be distracted).

A Vulture spawns with its Phoenix missile on a lengthy cooldown. If your strategy relies on a Phoenix missile strike, make sure you allot enough time for your Vulture to charge this powerful ability.

Air Units

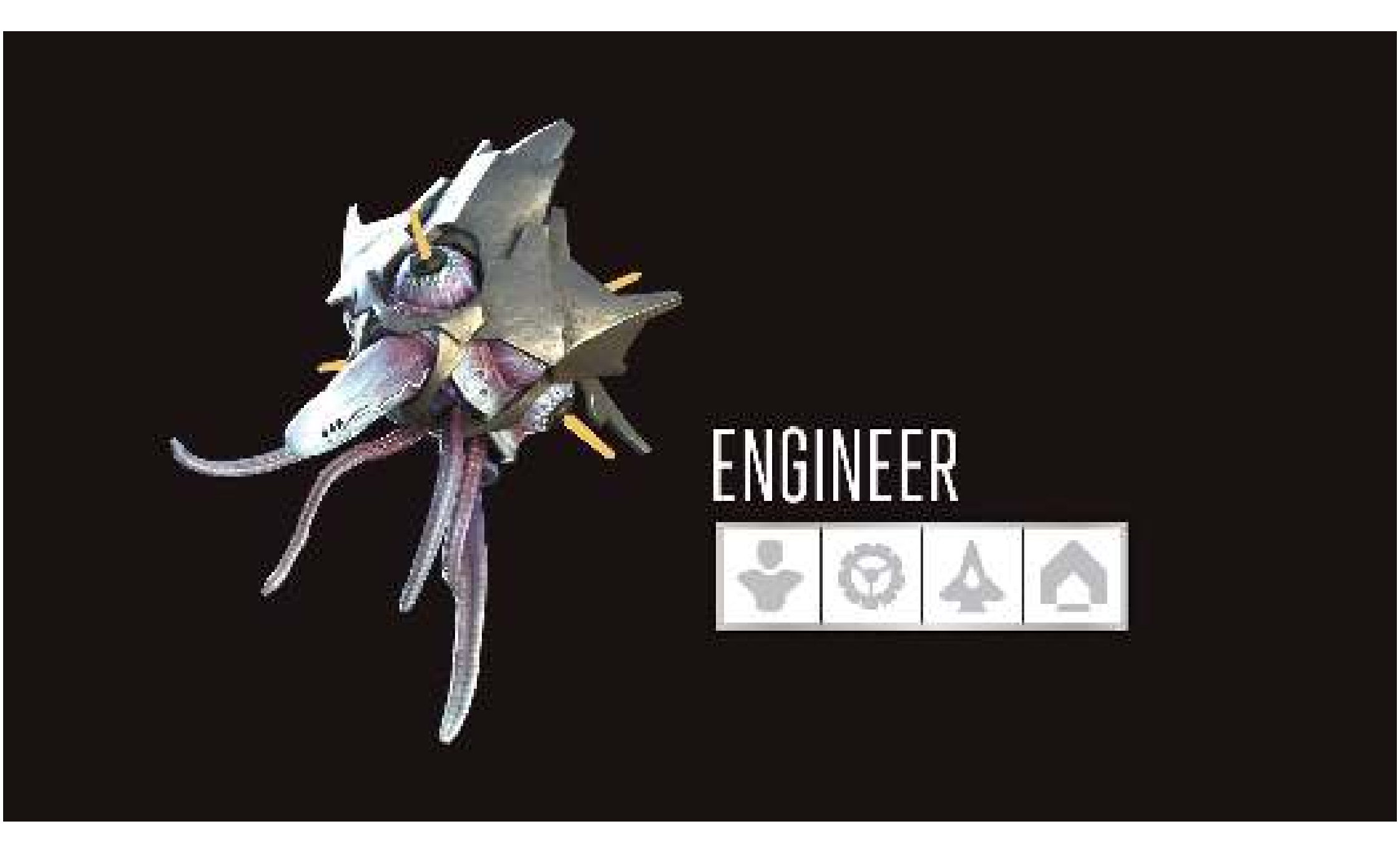
Banished Air Units

All Banished air units benefit from the global air upgrades found in the Apex.

GLOBAL UPGRADES: BANISHED AIR UNITS

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Air Upgrade I	(All air units) 10% damage boost. 10% health boost.	1	—	—	375	60s
	Air Upgrade II	(All air units) 20% damage boost. 20% health boost. Requires Air Upgrade I.	2	—	—	575	80s
	Air Upgrade III	(All air units) 30% damage boost. 30% health boost. Requires Air Upgrade II.	3	—	—	775	100s

ENGINEER



Unit Class: Support

Accessed Via: Apex

Strengths/Weaknesses:

- Repairs and heals
- Can deploy energy shield (active ability)
- Detects cloaked units
- Non-combatant

TRAINING REQUIREMENTS

TECH LEVEL				TIME
1	3	240	—	20s

STANDARD-ISSUE: ENGINEER

Although they benefit from all global air upgrades, Engineers don't feature any unit-specific research.

UNIT DETAILS

The Engineers are non-combat support units that heal nearby friendly units and structures with their reconstitution beams. They can float over cliffs and other impediments to escape danger, but have no offensive abilities. Engineers have the ability to create an Overshield bubble to briefly protect themselves and nearby allies.

Mysterious living machines created by the Forerunners to function as techno-savants, Engineers possess peerless knowledge of all types of technology and seemingly inexhaustible wells of ingenuity in modifying and repairing machinery.

BASIC TACTICS

Since Engineers have no weapons equipped, they're unable to directly engage any other units. Keeping Engineers in pairs is a great way to increase their survivability. If you find the enemies focusing on your Engineers, use cliffs and other obstructions to escape incoming fire.

Build Engineers early to support your army. They can be built at Tech Level 1 and require no additional research.

An Engineer can create an Overshield bubble to grant a defense bonus to itself and all other units within the area of effect (whether they're in the air or on the ground). Overshields don't stack—if you have multiple Engineers, activate their Overshields one at a time.

The Overshield ability is available without any additional research in the Apex, so don't forget to use it!

BANSHEE

Unit Class: Core Air

Accessed Via: Apex

Strengths/Weaknesses:

- Fast-moving
- When upgraded, effective against air units

TRAINING REQUIREMENTS

TECH LEVEL				TIME
2	3	300	—	15s

AVAILABLE RESEARCH

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Plasma Torpedo	(Unit upgrade) Increases the Banshee's effectiveness against air units.	3	—	—	650	30s

UNIT DETAILS

The Banshee is a versatile attack aircraft armed with anti-aircraft plasma cannons and a ground-attack fuel-rod cannon. The fuel-rod cannon can be upgraded to fire a powerful tracking plasma torpedo that's surprisingly effective against air units.

The earliest models of Banshees were fashioned after the 'sKelln, a leathery winged flying predator from the Sangheili homeworld, Sanghelios. The Banished have twisted this ancient ancestry so it looks similar to an aerial predator hailing from their own homeworld, Doisac.

BASIC TACTICS

The fuel-rod cannon is the Banshee's primary anti-vehicle weapon, but the equipped plasma cannon means the Banshee is effective against all target types.

Researching the Plasma Torpedo upgrade makes the Banshee an excellent anti-air unit. This upgrade has no effect on the Banshee's anti-vehicle capabilities, and therefore an upgraded Banshee is one of the most versatile units available to the Banished.

Since the Banshee can be built at Tech Level 2 and only requires Supply for creation, an early focus on Supply generation should allow you to amass a sizable fleet of Banshees soon after you upgrade your base.

Thanks to its speed, the Banshee can easily run from fights with infantry or anti-air units. If you find your Banshees outnumbered and overwhelmed, don't hesitate to beat a hasty retreat.

While a single Banshee is weak against buildings, a group of five to 10 Banshees can make short work of a base's supplemental structures. Use hit-and-run tactics on an opponent's base to disrupt the creation of resources and units.

SHROUD

Unit Class: Support

Accessed Via: Apex

Strengths/Weaknesses:

- Can deploy cloak (active ability)
- Projectile defense
- Non-combatant

TRAINING REQUIREMENTS

TECH LEVEL				TIME
2	4	550	—	35s

STANDARD-ISSUE: SHROUD

Although they benefit from all global air upgrades, Shrouds don't feature any unit-specific research.

UNIT DETAILS

A war machine from the Covenant's past given new life in the Banished service, the Shroud is a support air unit with two combat modes. When deployed, the Shroud activates a persistent cloaking field around vehicles. When not cloaked, the Shroud engages a point defense system that attempts to shoot down incoming enemy projectiles. The Shroud possesses no offensive capabilities.

The Shroud is difficult to pilot, with complicated subsystems made even less reliable by Banished tinkering, but its utility in concealing and defending raiding parties means Atriox spares no expense in maintaining his stock of these vehicles.

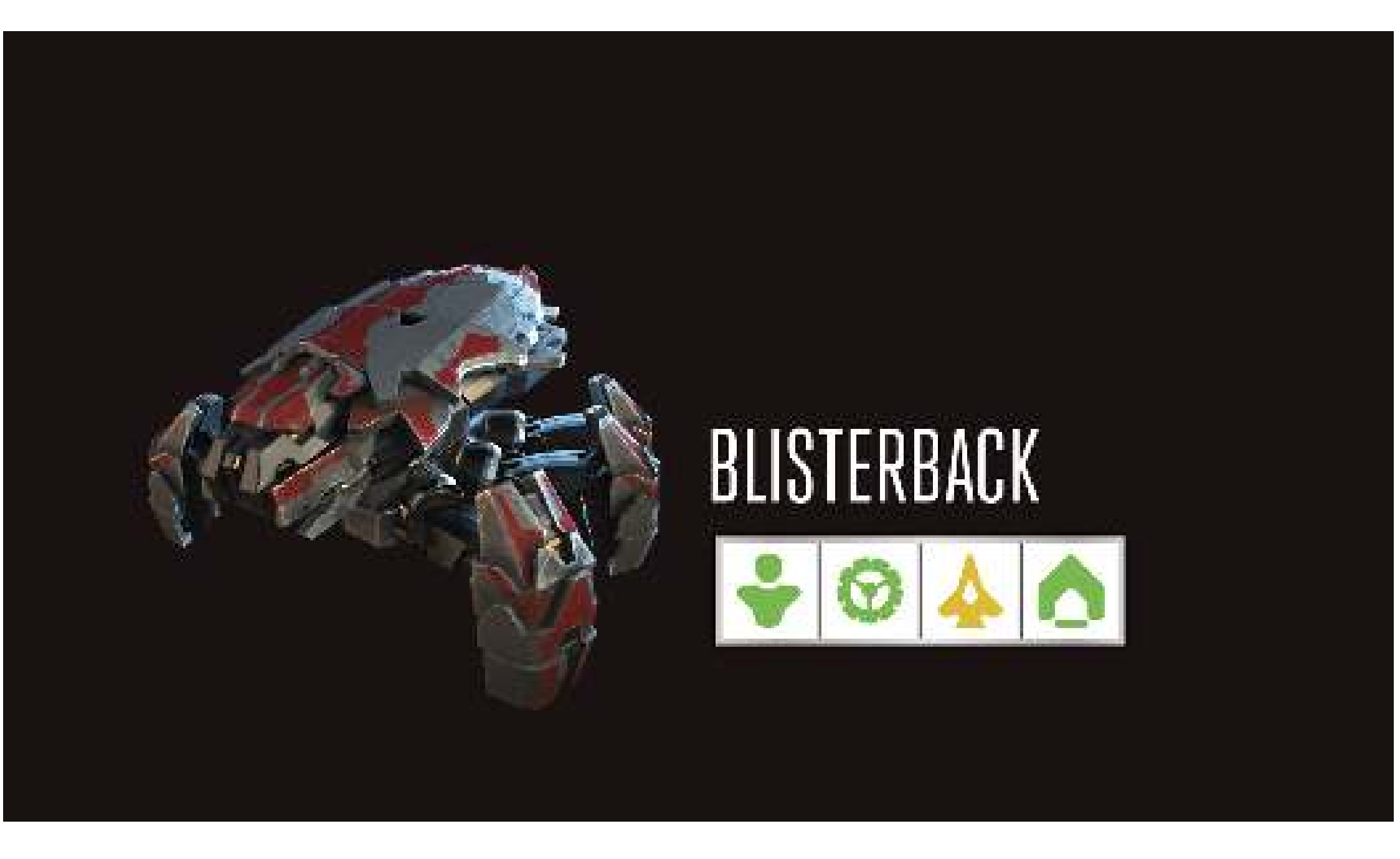
BASIC TACTICS

The Shroud is an air-based support unit that has two different functions. Like other designated support units, the Shroud lacks offensive capabilities.

The first function, a point defense system, is always engaged. This allows the Shroud to protect a group of units from larger projectiles, but it's ineffective against small-arms fire. Use the point defense system to protect your units from emplaced siege weapons outside your line of sight.

The Shroud's second function is the Cloaking Field ability. Activating the cloaking field masks all units within the Shroud's sphere of influence—it also prevents the Shroud from moving for the duration of the ability. The cloaking field is a great way to protect retreating units, but you can also use it to stage ambushes on enemy bases or standing armies. The Cloaking Field ability has a lengthy cooldown, so use it wisely. If you can spare the resources, consider producing an extra Shroud or two; the additional support can make a big difference during prolonged firefights.

BLISTERBACK



Unit Class: Artillery

Accessed Via: Apex

Strengths/Weaknesses:

- Heavily armored
- Can be deployed to become artillery unit on ground (active ability)

TRAINING REQUIREMENTS

TECH LEVEL				TIME
3	8	700	50	35s

STANDARD-ISSUE: BLISTERBACK

Although they benefit from all global air upgrades, Blisterbacks don't feature any unit-specific research.

UNIT DETAILS

The tick-like Blisterback is a massive aerial siege vehicle developed and built by the Banished. It's designed to alternate between two modes: on the ground, it deploys to fire Annihilator siege missiles; and while in the air, it fires medium plasma cannons that can engage ground and air targets.

On the ground the Blisterback enters a lockdown mode, stabilizing itself before its carapace splits open to reveal a battery of long-range rockets. It can then exit lockdown mode to become airborne, closing the rocket carapace and tucking its legs underneath its body to perform a vertical takeoff, which enables the use of its medium-range plasma cannons to bombard the enemy.

BASIC TACTICS

The Blisterback becomes available when you reach Tech Level 3, at which point it can be produced in the Apex. While airborne, the Blisterback uses medium plasma cannons to attack all unit types, but its ground-based artillery mode is what makes this unit a true force on the battlefield. Try to deploy your Blisterback before you engage enemy forces.

Once deployed, the Blisterback can deal heavy area-of-effect damage to ground units and enemy structures. However, it can't target air units while in this form. Be prepared to defend your deployed Blisterbacks from hostile aircraft.

Deploy the Blisterback on high ground. This extends its line of sight and makes it more difficult for targeted ground units to counterattack. The Blisterback is most vulnerable while it's transitioning between air mode and ground mode—the more time it has to retreat from incoming units, the better its chances of survival.

The Blisterback's attack range exceeds its line of sight. Assign fast-moving units to act as spotters for your artillery. If you can spare them, consider using a small group of Engineers. They not only keep your Blisterbacks in working order, they can heal one another as they search for new targets.

While the Blisterback has the advantage of transforming into a ground unit, it doesn't gain any bonuses from global vehicle upgrades. If you want to boost your Blisterbacks' performance, stick to the global air upgrades found in the Apex.

Hero Units

About Hero Units

Heroes are powerful, leader-specific units that can be summoned to the battlefield without counting toward your Population limit—though you can never have more than one active Hero in your army.

All Hero units are equipped with a powerful, quick-charging personal energy shield. This makes these already formidable units particularly adept at hit-and-run tactics.

Hero Units

UNSC Hero Units

Cutter, Isabel, and Anders all have access to Spartan Heroes. Although each of these UNSC Hero units features a unique weapon upgrade, all Spartans share a core set of proficiencies, abilities, and recommended tactics.

BASIC TACTICS: SPARTAN HEROES

Spartans benefit from the global infantry upgrades found in the Barracks. Invest in this research if you want to make the most of your Hero.

Spartans are effective against all unit types, but their standard-issue Magnums make them strong against infantry early in the game. Weapon upgrades vary between Spartans, but all weapon upgrades grant significant boosts to damage against vehicles and air units.

Spartans are vulnerable to focused fire—even with their personal shields—and redeploying a Hero can be a serious drain on your resources. Unless your Spartan has suitable backup, stick with hit-and-run tactics.

All Spartans possess the Ground Pound ability. This active ability allows a Spartan to leap into the air and come crashing to the ground, delivering heavy area-of-effect damage near the point of impact. A well-placed Ground Pound can also be used to jump directly to higher ground, making for an especially useful tool when your Spartan needs to negate a terrain advantage or evade enemy ground units.

The Hijack ability allows a Spartan to take control of most vehicles and air units (friendly or hostile), granting the target enhanced speed, damage, and durability in the process. Use it to neutralize high-damage units, fortify a vulnerable ally, or make a hasty retreat from a losing battle. You can also use this ability to commandeer a unit your bases aren't able to produce. Hijacking a Shroud, for example, presents a UNSC army with a variety of new tactical options.

The Hijack ability cannot be used against infantry, Engineers, Protector Sentinels, Hero units, Super units, Ultimate units, or any units that have already been hijacked. Attempting to hijack one of these units causes your Spartan to perform a Ground Pound.

In addition to their primary effects, all three of a Spartan's unit-specific upgrades serve to boost their damage and durability. Whether or not you intend to utilize the Hijack ability (and it's recommended that you do), fully upgrading your Spartan is a worthy investment.

All UNSC Heroes (and their unit-specific upgrades) can be accessed via the Armory.

JEROME-092

Unit Class: Hero

Accessed Via: Armory

Strengths/Weaknesses:

- Ranged Hero
- Only available to Cutter
- Ground Pound area attack (active ability)
- Limited to one active Hero (per army)

TRAINING REQUIREMENTS

TECH LEVEL				TIME
1	—	500	400	40s

AVAILABLE RESEARCH

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Hijack	(New ability) Hijacks vehicles. Health boost. Damage boost.	1	—	—	400	25s
	Spartan Laser	(Unit upgrade) Equips a Spartan laser. Health boost. Damage boost. Requires Hijack.	2	—	—	600	30s
	Neural Implant	(Ability upgrade) Increases Hijack speed. Health boost. Damage boost. Requires Spartan Laser.	3	—	—	800	35s

UNIT DETAILS

Senior Chief Petty Officer Jerome-092 was born into poverty in the infamous Palaikos borderlands—a rough start that forced him into an early childhood of crime and violence. He was later abducted and indoctrinated into the SPARTAN-II program. After a series of unsuccessful escape attempts, he was transformed from a self-centered survivalist to a true leader.

ALICE-130

Unit Class: Hero

Accessed Via: Armory

Strengths/Weaknesses:

- Ranged Hero
- Only available to Isabel
- Ground Pound area attack (active ability)
- Limited to one active Hero (per army)

TRAINING REQUIREMENTS

TECH LEVEL				TIME
1	—	500	400	40s

AVAILABLE RESEARCH

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Hijack	(New ability) Hijacks vehicles. Health boost. Damage boost.	1	—	—	400	25s
	Heavy Machine Gun	(Unit upgrade) Equips a machine gun. Health boost. Damage boost. Requires Hijack.	2	—	—	600	30s
	Neural Implant	(Ability upgrade) Increases Hijack speed. Health boost. Damage boost. Requires Heavy Machine Gun.	3	—	—	800	35s

UNIT DETAILS

As a child, Alice-130 showed an exceptional aptitude for engineering—a quality that got her flagged as a potential candidate for the SPARTAN-II program. And like all candidates, she was abducted from her family for secret training. Rather than being traumatized, however, Alice thrived on the challenges she faced. Despite her eagerness to embrace her future as a Spartan, Alice's body initially rejected the augmentation process. As a result, she had to be retrained, during which time she met similar "washouts," Douglas-042 and Jerome-092.

DOUGLAS-042

DOUGLAS-042

Unit Class: Hero

Accessed Via: Armory

Strengths/Weaknesses:

- Ranged Hero
- Only available to Anders
- Ground Pound area attack (active ability)
- Limited to one active Hero (per army)

TRAINING REQUIREMENTS

TECH LEVEL				TIME
1	—	500	400	40s

AVAILABLE RESEARCH

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Hijack	(New ability) Hijacks vehicles. Health boost. Damage boost.	1	—	—	400	25s
	Rocket Launcher	(Unit upgrade) Equips a rocket launcher. Health boost. Damage boost. Requires Hijack.	2	—	—	600	30s
	Neural Implant	(Ability upgrade) Increases Hijack speed. Health boost. Damage boost. Requires Rocket Launcher.	3	—	—	800	35s

UNIT DETAILS

Hailing from an affluent family of the Asphodel colony, Douglas-042 had a tough time adjusting to the SPARTAN-II program. However, after an initial bout of culture shock, his anger gave way to a quiet confidence. Even among other Spartans, Douglas is considered something of a giant, and he soon came to believe he'd found a purpose in life. This faith in his destiny marks Douglas as an optimist by Spartan standards, and his hopefulness often lifts the spirits of his more cynical comrades.

DLC UNIT: FORGE'S WARTHOG

FORGE'S WARTHOG (DLC)

Unit Class: Hero

Accessed Via: Garage

Strengths/Weaknesses:

- Improved Warthog
- Only available to Forge
- Protection nanobots
- Limited to one active Hero (per army)

TRAINING REQUIREMENTS

TECH LEVEL				TIME
1	—	500	400	45s

AVAILABLE RESEARCH

ICON	NAME	DESCRIPTION	TECH LEVEL	REQUIREMENTS	REQUIREMENTS	REQUIREMENTS	TIME
	Anvil Round	(New ability) Fires an EMP round. Slows enemy vehicles.	1	—	—	450	25s
	Defensive Aura	(Unit upgrade) Improves nanobots. Increases speed of nearby allies. Requires Anvil Round.	2	—	—	650	30s
	Gauss Overcharge	(Weapon upgrade) Equips Gauss Cannon. Upgrades Anvil Round ability.	3	—	—	850	35s

UNIT DETAILS

Forge's Warthog is the UNSC's first available non-Spartan Hero unit.

The late Sergeant Forge spent countless hours in the *Spirit of Fire*'s hangar customizing this Warthog with numerous modifications. Always wanting to be in the thick of the action, Forge outfitted his vehicle with a defensive aura of nanobots to repair the Warthog in the midst of battle.

BASIC TACTICS

Thanks in part to its protective nanobots, Forge's Warthog is well-suited to quick raids on enemy bases. Speed in, destroy a key structure or a few enemy units, and then race off as the nanobots automatically repair any damage the vehicle suffered. Once repairs are complete, circle back for another pass, or engage any units that have given chase.

The Defensive Aura upgrade makes Forge's Warthog a particularly useful support unit. Group it with slower units when you need to get them across the battlefield as quickly as possible.

Forge's Warthog deals reliable damage to all unit types, but the Gauss Overcharge upgrade makes it much more effective against vehicles. Combined with its nanobots and impressive speed, the fully upgraded model of Forge's Warthog serves as a surprisingly effective tank-killer.

Hero Units

Banished Hero Units

In contrast to the UNSC, the Banished favor a more diverse selection of specialized Hero units. Atriox's Chosen utilizes a powerful, long-range Brute Shot. Both Decimus and the Shipmaster rely on melee Hero units, but these powerful brawlers prefer wildly different tactics.

ATRIOX'S CHOSEN

ATRIOX'S CHOSEN

Unit Class: Hero

Accessed Via: War Council

Strengths/Weaknesses:

- Ranged Hero
- Only available to Atriox
- Versatile spike ammo
- Limited to one active Hero (per army)

TRAINING REQUIREMENTS

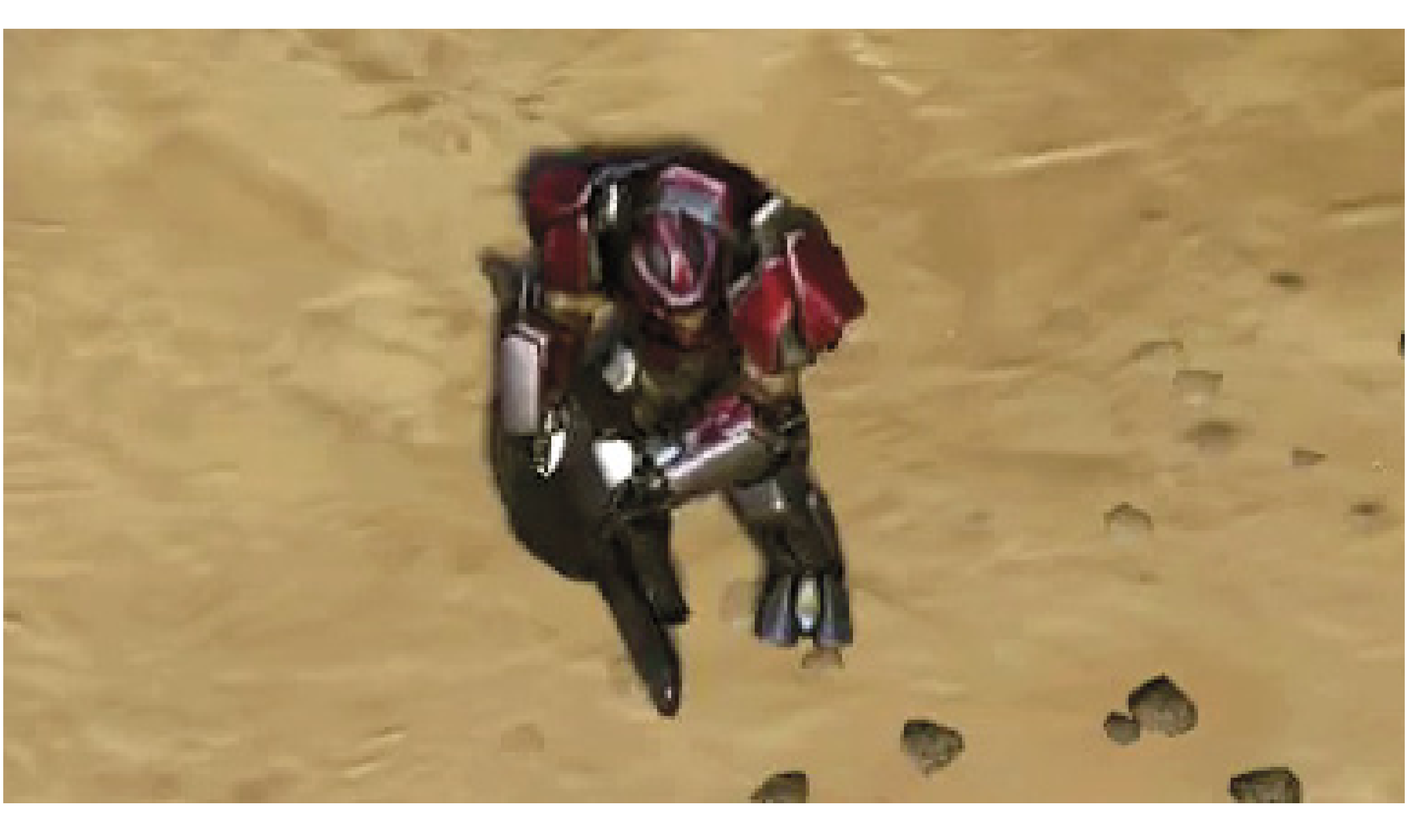
TECH LEVEL	👤	⬢	⊙	TIME
1	—	450	400	40s

AVAILABLE RESEARCH

ICON	NAME	DESCRIPTION	TECH LEVEL	👤 REQUIREMENTS	⬢ REQUIREMENTS	⊙ REQUIREMENTS	TIME
	Plasma Rounds	(Weapon upgrade) Increases damage. Adds area of effect.	1	—	—	400	25s
	Scorch Rounds	(Weapon upgrade) Increases damage. Damage over time. Requires Plasma Rounds.	2	—	—	600	30s
	Rifled Barrel	(Weapon upgrade) Increases damage. Greatly increases range. Requires Scorch Rounds.	3	—	—	800	35s

UNIT DETAILS

Only the most cunning and loyal Brutes are chosen as Atriox's personal enforcers. Their unquestioning devotion to Atriox makes them a force to be reckoned with on the battlefield, and personal energy shields make them even harder to kill. Each Chosen is armed with the explosive grenade launcher commonly known as a Brute Shot, which can be upgraded to increase both damage and range.



BASIC TACTICS

Atriox's Chosen is a mighty Brute warrior armed with a powerful Brute Shot, making it the only ranged Hero unit currently available to the Banished.

Strong against all unit types, Atriox's Chosen is a worthy addition to any army. All unit-specific upgrades serve to improve the already powerful Brute Shot. The Plasma Rounds upgrade adds area-of-effect damage capable of briefly stunning ground units; the Scorch Rounds upgrade adds a burning effect for damage over time; the Rifled Barrel upgrade greatly increases the Brute Shot's range, making it something akin to an artillery weapon. Each of these upgrades also serves to boost the unit's base damage and durability.

Atriox's Chosen is certainly tough, but he isn't as durable as the Warlord or the UNSC Spartans. Use his range to your advantage—deploy more expendable units to lure the enemy into range of the Brute Shot's powerful attacks.

WARLORD

Unit Class: Hero

Accessed Via: War Council

Strengths/Weaknesses:

- Melee Hero
- Only available to Decimus
- Powerful area attack
- Cannot attack air
- Limited to one active Hero (per army)

TRAINING REQUIREMENTS

TECH LEVEL	👤	⬢	⊙	TIME
1	—	450	400	40s

AVAILABLE RESEARCH

ICON	NAME	DESCRIPTION	TECH LEVEL	👤 REQUIREMENTS	⬢ REQUIREMENTS	⊙ REQUIREMENTS	TIME
	Hammer Pull	(New ability) Equips Warlord's Hammer with a gravity beam to drag targets closer.	1	—	—	400	25s
	Hammer Stun	(New ability) Warlord's Hammer stuns and deals area-of-effect damage. Requires Hammer Pull.	2	—	—	600	30s
	Siphon	(New ability) Warlord gains health with each attack. Requires Hammer Stun.	3	—	—	800	35s

UNIT DETAILS

Favored chieftains in Atriox's retinue may be promoted to Warlord, agents who intercede on his behalf to bring recalcitrant packs to heel and direct critical Banished operations. Answerable only to Atriox and Decimus, these warriors are feared by lesser Brutes and hated by the Shipmaster's troops, but none can deny the Warlords' loyalty or ability to detect and destroy weak links in Banished operations. Many a prideful chieftain has forgotten who their work should be enriching and wound up on the receiving end of a Warlord's gravity hammer.

BASIC TACTICS

The Warlord is the most durable Hero unit available to the Banished, but this doesn't mean he's invulnerable. Keep an eye on his personal shield, and pull him out of battle if he starts taking too much damage.

The Hammer Pull upgrade adds a passive ability that allows the Warlord to pull targets toward him—use this to your advantage by pulling high-priority targets away from their supporting units. The Hammer Stun active ability deals damage and stuns all units (including air) within its area of effect. With the Siphon upgrade, each blow to the enemy replenishes some of the Warlord's health. All of these upgrades also serve to improve the Warlord's base damage and durability.

Try grouping the Warlord with a few Jump Pack Brutes. A tight cluster of melee-only Brutes can make it much harder for your enemies to focus their attacks on your Hero.

HONOR GUARD

HONOR GUARD

Unit Class: Hero

Accessed Via: War Council

Strengths/Weaknesses:

- Melee Hero
- Only available to Shipmaster
- High damage
- Can cloak (active ability)
- Cannot attack air
- Limited to one active Hero (per army)

TRAINING REQUIREMENTS

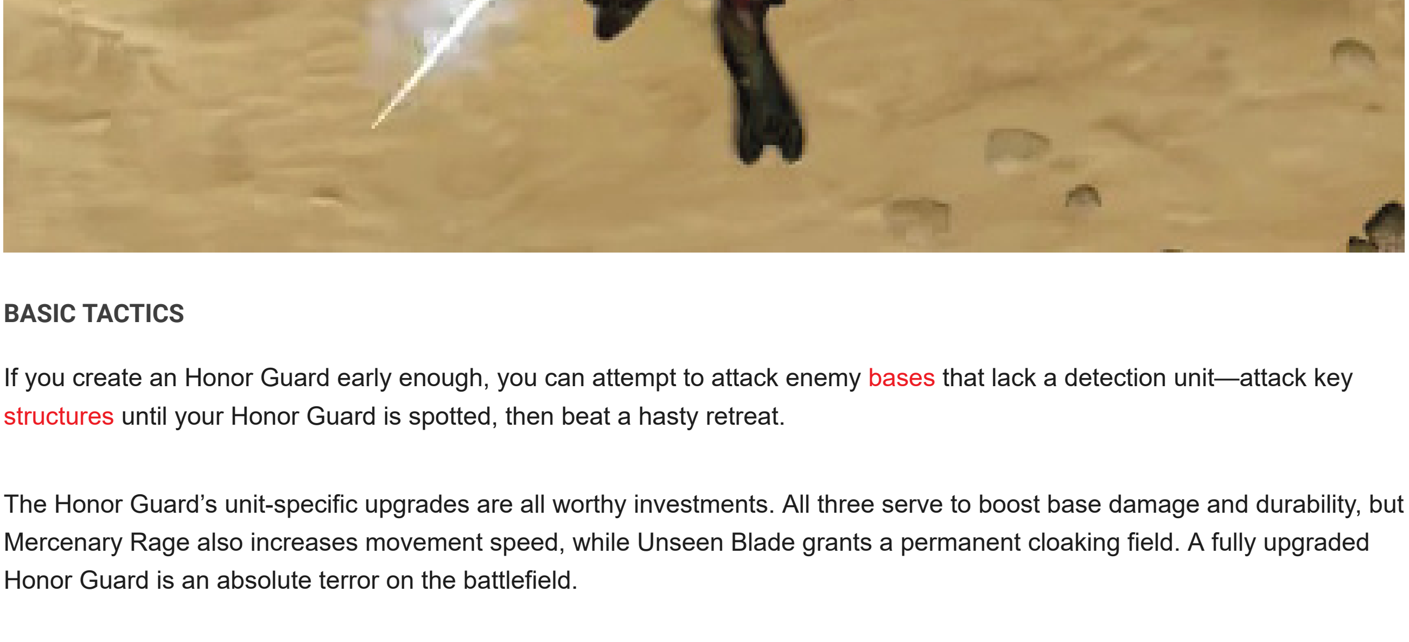
TECH LEVEL	👤	⬢	⊙	TIME
1	—	450	400	40s

AVAILABLE RESEARCH

ICON	NAME	DESCRIPTION	TECH LEVEL	👤 REQUIREMENTS	⬢ REQUIREMENTS	⊙ REQUIREMENTS	TIME
	Mercenary Rage	(Unit upgrade) Increases movement speed. Increases attack. Increases health and shield.	1	—	—	400	25s
	Mercenary Wrath	(Unit upgrade) Increases damage. Increases health and shield. Requires Mercenary Rage.	2	—	—	600	30s
	Unseen Blade	(New ability) Permanent cloaking. Increases damage. Increases health and shield. Requires Mercenary Wrath.	3	—	—	800	35s

UNIT DETAILS

Borrowing the ceremonial gear and matching the martial prowess of the old Covenant Honor Guard, these mercenary sword masters evoke the traditions and accomplishments of their forebears in the service of their Shipmaster and his unconventional arrangement with Atriox and the Banished. Though the Honor Guards' motives are not as pure as they once were, only a fool would dare risk their wrath by challenging their presumed honor and skill.



BASIC TACTICS

If you create an Honor Guard early enough, you can attempt to attack enemy bases that lack a detection unit—attack key structures until your Honor Guard is spotted, then beat a hasty retreat.

The Honor Guard's unit-specific upgrades are all worthy investments. All three serve to boost base damage and durability, but Mercenary Rage also increases movement speed, while Unseen Blade grants a permanent cloaking field. A fully upgraded Honor Guard is an absolute terror on the battlefield.

In large-scale firefights, focus your army on destroying the detection units first. Keep your Honor Guard clear of the fighting until it can make full use of its cloaking ability.

Super Units

About Super Units

Super units are extremely powerful. They're also very expensive, they require a lot of time to produce, and they take a heavy toll on your Population limit. For these reasons, Super units generally don't appear until the later stages of a match.

The UNSC and the Banished each has access to one faction-specific Super unit.

CONDOR GUNSHIP

CONDOR GUNSHIP

Unit Class: Super Unit

Accessed Via: Armory

Strengths/Weaknesses:

- Targets multiple units
- Devastating attack
- Very heavy armor

TRAINING REQUIREMENTS

TECH LEVEL	👤	📦	⚡	TIME
3	40	2000	2000	120s

STANDARD-ISSUE: CONDOR GUNSHIP

The Condor Gunship offers no unit-specific research, and it receives no benefits from global air upgrades.

UNIT DETAILS

Officially, the Vulture is the heaviest combat air unit the UNSC has to offer—but there's nothing official about the Condor Gunship. This flying fortress is actually a repurposed and highly weaponized civilian dropship. It breaks a large number of UNSC weapons platform regulations, but its effectiveness in battle is undeniable.

The Condor Gunship is a slow-moving but powerful craft armed with multiple pulse-laser Turrets and a light magnetic accelerator cannon (MAC)—all of which can independently target enemy units. The pulse lasers offer a high rate of fire, making the Condor effective against mass units. The MAC provides devastating burst damage for hard target elimination.

BASIC TACTICS

The Condor Gunship is extremely slow but extremely powerful. Its laser Turrets can engage a great many targets, and its MAC active ability is devastating to any units or structures caught in the area of effect. However, the MAC takes a while to charge and has a significant cooldown period. Choose your targets wisely.

The Condor is heavily armored, but it's not indestructible. Keep a group of Nightingales nearby. Move in to heal the Condor as it takes damage. Even if the enemy focuses on your Nightingales, there's a good chance they'll manage to keep one another healed.

SCARAB

Unit Class: Super Unit

Accessed Via: War Council

Strengths/Weaknesses:

- Very heavy armor
- Very high damage
- Traverses all terrain

TRAINING REQUIREMENTS

TECH LEVEL				TIME
3	40	2000	2000	120s

STANDARD-ISSUE: SCARAB

The Scarab offers no unit-specific research, and it receives no benefits from global vehicle upgrades.

UNIT DETAILS

Few weapon platforms strike as much fear into an opponent as Scarabs. Most battles end soon after a Scarab appears, massive and armored with nearly impregnable battleplate. Banished Scarabs are armed with an unstable plasma beam that deals incredible ground-target damage, and Thrasher missiles for air defense. The Scarab is slow but very mobile and can easily travel up cliffs and across rough terrain.

BASIC TACTICS

The Scarab's active ability deploys a powerful shield. Save it to protect your Super unit from direct-damage Leader Powers. Due to the Scarab's size and the speed at which it moves, dodging a well-aimed Leader Power can be extremely difficult.

Scarabs can traverse all terrain, so there's no reason to give the enemy the high ground. Of course, a lack of terrain is a different story—Scarabs can't move across chasms.

If you don't have much of an army to send in with the Scarab, try to keep it hidden. Stick to the edge of the map, using its climbing ability to traverse rough terrain. It's not likely a Scarab will go unnoticed for long, but the closer you can get to an enemy's base, the better. If you do manage to keep your Scarab hidden, use the rest of your assault force as a distraction. Once you've engaged the enemy, use the Scarab to launch a devastating surprise attack.

Ultimate Units

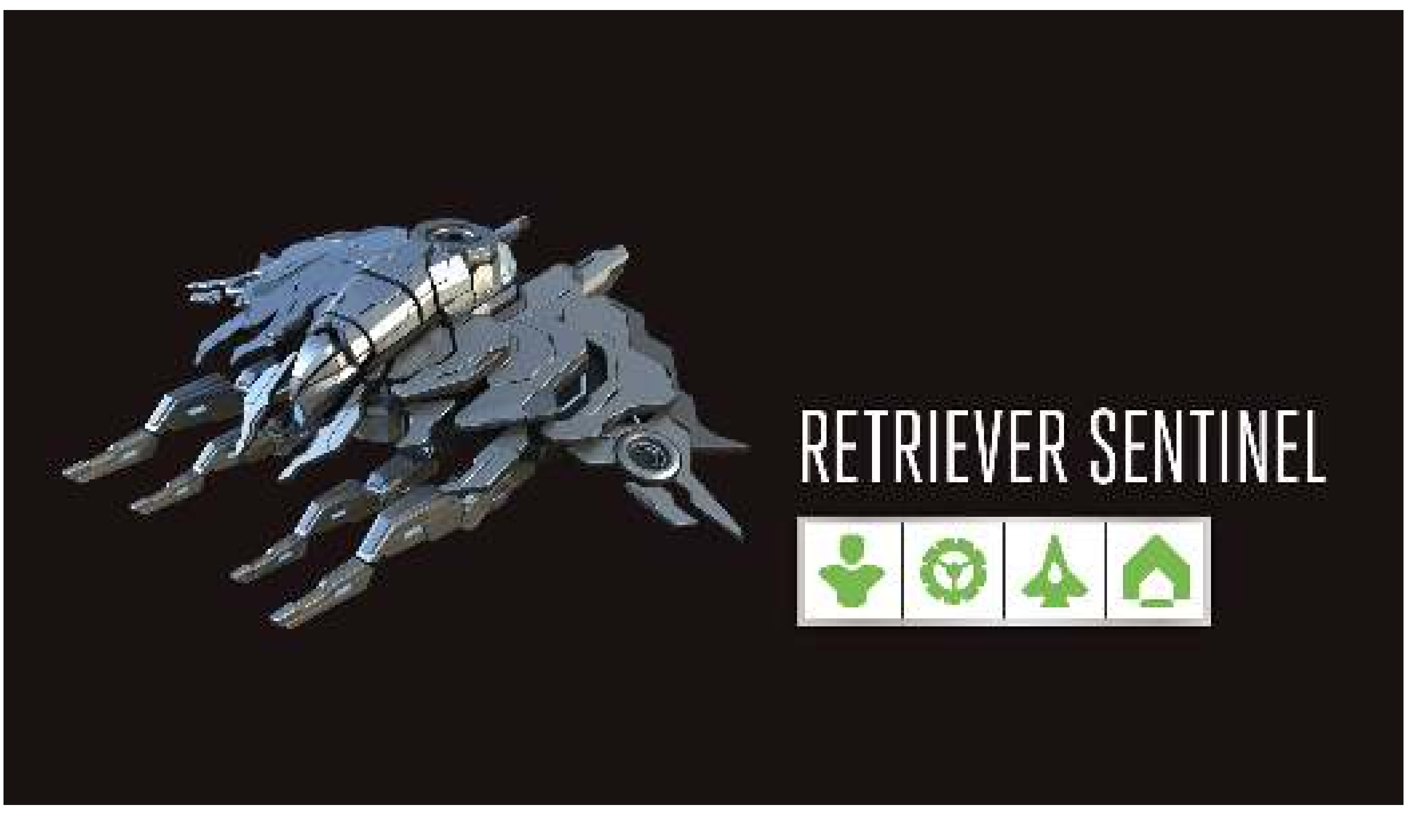
About Ultimate Units

Ultimate units are similar to Super units, but they can only be summoned via leader-specific Tier 5 Powers. This means that although Ultimate units cost fewer resources than Super units, they could be considered much greater investments.

Like Super units, Ultimate units offer no unit-specific research, and they receive no benefits from global upgrades.

Currently, each faction has only one leader with access to an Ultimate unit. For the UNSC, Anders can invest in the Retriever Sentinel Leader Power; for the Banished, Decimus can invest in the Decimus Drop Leader Power.

RETRIEVER SENTINEL



Unit Class: Ultimate Unit

Accessed Via: Anders' Retriever Sentinel Leader Power (Tier 5)

Strengths/Weaknesses:

- Only available to Anders
- Very high armor
- Large area-of-effect attack (active ability)
- Limited to one active Retriever Sentinel

TRAINING REQUIREMENTS

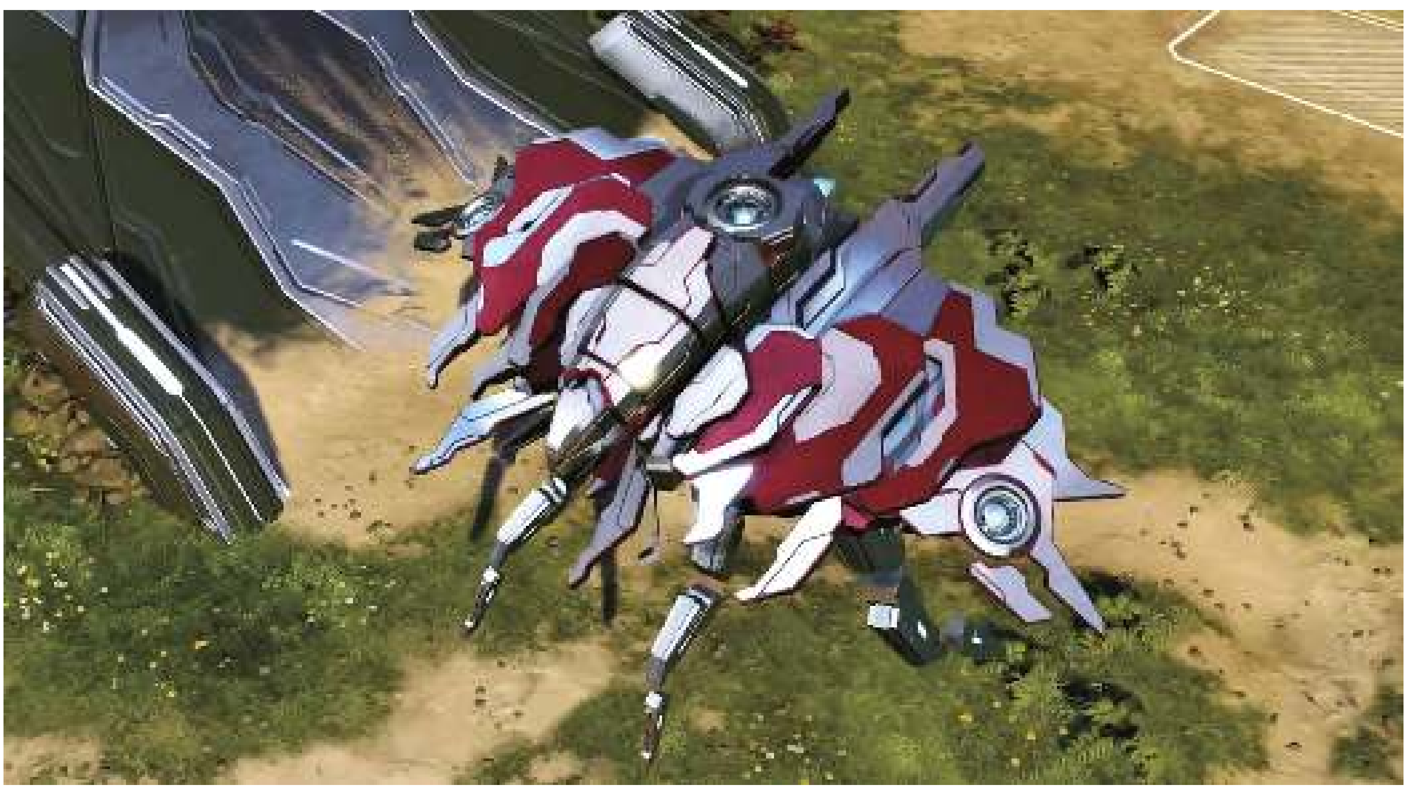
TECH LEVEL	👤	⬢	⊙	TIME
—	24	1400	1400	—

SPECIAL UNIT: RETRIEVER SENTINEL
ANDERS' ULTIMATE AIR UNIT

The Retriever Sentinel can only be summoned by Anders, and only after the Retriever Sentinel Leader Power (Tier 5) has been unlocked. This Ultimate unit offers no unit-specific research, and it receives no benefits from global air upgrades.

UNIT DETAILS

The Ark's Retriever Sentinel is among the most powerful Forerunner drones. Although it was created to mine vital resources, the massive Retriever is well-equipped to deal with anyone who threatens the Ark.



BASIC TACTICS

Equipped with a wide array of lasers and a powerful Sterilization Beam, the Retriever Sentinel is most effective against large groups of enemies. It's heavily armored but very slow. Expect to make frequent repairs during prolonged firefights.

The Sterilization Beam ability can cause heavy damage over a wide area. However, it takes a significant amount of time to charge, giving its intended targets plenty of opportunity to relocate. It also has a significant cooldown, making each use a bit of a gamble. This area-of-effect ability is best used during chaotic firefights, against large groups of slow-moving targets. During base assaults, use it to damage multiple buildings as the rest of your forces focus fire on key structures.

DECIMUS

Unit Class: Ultimate Unit

Accessed Via: Decimus' Own Decimus Drop Leader Power (Tier 5)

Strengths/Weaknesses:

- Only available to Decimus
- Shielded and heavily armored
- High-damage cleansing beam (active ability)
- Limited to one active Decimus

TRAINING REQUIREMENTS

TECH LEVEL	👤	⬡	◎	TIME
—	10	1000	1000	—

SPECIAL UNIT: DECIMUS
DECIMUS' COMBAT EXOSKELETON

Decimus can only be summoned via the Decimus Drop Leader Power (Tier 5). He offers no unit-specific research, and he receives no benefits from global vehicle upgrades.

UNIT DETAILS

An accomplished leader, Decimus stands as a prime example of Brute power and rage. As befits his rank, Decimus has his own trusted Brute Warlord lieutenants, but he also relishes the opportunity to make a personal appearance on the field against particularly stubborn enemies. Luckily, his massive combat exoskeleton gives him the chance to leave a lasting impression on the opposition.

BASIC TACTICS

Decimus excels in close-range combat. Drop him near bases or high-priority targets to begin dealing heavy damage as quickly as possible.

Decimus' modified cleansing beam moves in a rectangular path directly in front of him. Activate it while he's facing multiple enemies or key structures.

Decimus' combat exoskeleton is equipped with a personal energy shield. If you find he's taking too much damage, pull back and give his shield a chance to recharge.

Extras

Achievements

CAMPAIGN ACHIEVEMENTS

NAME	GAMERSCORE	DESCRIPTION	UNLOCK CONDITION
Wake Up	10	Complete “The Signal.”	Play and finish “The Signal.”
A History of Decimation	10	Complete “A New Enemy.”	Play and finish “A New Enemy.”
Dominated	10	Complete “Ascension.”	Play and finish “Ascension.”
Guerilla Tactics	10	Complete “One Three Zero.”	Play and finish “One Three Zero.”
Stirring the Pot	10	Complete “The Cartographer.”	Play and finish “The Cartographer.”
All Travel Is Suspended	10	Complete “Lights Out.”	Play and finish “Lights Out.”
Behind Enemy Lines	10	Complete “From the Deep.”	Play and finish “From the Deep.”
The Setup…	10	Complete “Hold the Line.”	Play and finish “Hold the Line.”
And the Knockout Punch	10	Complete “Under the Dark.”	Play and finish “Under the Dark.”
Fifth Floor: Tools, Guns, Super Weapons	10	Complete “The Foundry.”	Play and finish “The Foundry.”
Sentinel Size Matters	10	Complete “The Halo.”	Play and finish “The Halo.”
Last Stop, This Town	10	Complete “Last Stand.”	Play and finish “Last Stand.”
Learn the Ropes	10	Complete the Basic standalone tutorial.	Play and finish the Basic standalone tutorial.
Know the Ropes	10	Complete the Advanced standalone tutorial.	Play and finish the Advanced standalone tutorial.
Two Heads Are Better Th an One	10	Complete a Campaign mission in Co-op.	Play and finish any Campaign mission in Co-op.
This War Is Over	30	Complete the Campaign.	Play and finish all Campaign missions (“The Signal” through to and including “Last Stand”) on any difficulty.
The Hard Fight	40	Complete the Campaign on Heroic.	Play and finish all Campaign missions (“The Signal” through to and including “Last Stand”) on Heroic difficulty or higher.
Surviving the Long War	50	Complete the Campaign on Legendary.	Play and finish all Campaign missions (“The Signal” through to and including “Last Stand”) on Legendary difficulty.
Gold Rush	10	Earn a gold medal on any mission (except Prologue) on any difficulty.	While playing the Campaign, you earn points that are revealed at the end of each mission. Points are achieved by killing enemy units while not losing any, and by completing a mission within the par time. On any Campaign mission, except Prologue, earn enough points to unlock a gold medal on the Results screen.
Palmer’s Pure Gold	30	Earn a gold medal on every mission (except Prologue) on any difficulty.	On each Campaign mission, except Prologue, earn enough points to unlock a gold medal on the Results screen.
Lone Wolf	30	Earn a gold medal on any mission (except Prologue) in Solo on Legendary with all Skulls activated.	Open the Campaign > Missions menu screen with all Skulls unlocked. Select any mission, except Prologue, and open the Skulls sub-menu to activate all Skulls. Play and complete that mission on Legendary, and unlock a gold medal on the Results screen.
Comrades in Arms	20	Earn a gold medal on any mission (except Prologue) in Co-op on Legendary.	Play and complete any Campaign mission, except Prologue, in Co-op on Legendary difficulty, and unlock a gold medal on the Results screen.
A Little Bit Extra	10	Complete half of the Campaign bonus objectives.	Each Campaign mission has bonus objectives that unlock based on exploring the maps, with individual completion requirements. Complete half of the Campaign’s bonus objectives.
A Lot Extra	20	Complete all Campaign bonus objectives.	Complete all the Campaign’s bonus objectives.
Alas, Poor Yorick!	10	Collect a Skull.	Skulls are unlocked by completing certain optional and bonus objectives in the Campaign. Unlock a single Skull.
Morbid Curiosities	20	Collect half of the Skulls.	Unlock half of the Skulls.
Collecting a Dream	30	Collect all Skulls.	Unlock all the Skulls.
Some Light Reading	10	Collect a Phoenix log.	Phoenix logs are text collectibles found during each Campaign mission. Find a single log.
Just the Facts	20	Collect half of the Phoenix logs.	Find half of the Phoenix logs.
The Full Story	30	Collect all Phoenix logs.	Find all the Phoenix logs.

MULTIPLAYER ACHIEVEMENTS

NAME	GAMERSCORE	DESCRIPTION	UNLOCK CONDITION
The Scrappy Six	20	Complete a matchmade Multiplayer match as each of the starting six leaders.	Using Find Match or the bottom left tile in the Main menu/Multiplayer screens, play and complete a match as each of the launch leaders (Cutter, Isabel, Anders, Atriox, Decimus, Shipmaster).
First Steps	10	Complete a matchmade Multiplayer match.	Using Find Match or the bottom left tile in the Main menu/Multiplayer screens, play and complete a single match with any leader.
Natural Intelligence	10	Win a Skirmish match against only AI opponents (one or more).	In the Multiplayer menu, choose Skirmish or create a Custom game with at least one AI opponent (of any difficulty) and no other human players in the match. Launch and win the match as any leader in any mode.
Two Heads Are Better Th an None	10	Win a Skirmish match with a friend against only AI opponents (two or more).	In the Multiplayer menu, choose Skirmish or create a Custom game with at least two AI opponents (of any difficulty) and one human player on your team. Launch and win the match as any leader in any mode.
You’ve Got a Case of the Birley	20	In a Skirmish match against Legendary AI, recycle your base in the first five minutes and then win.	In the Multiplayer menu, choose Skirmish or create a Custom game with one AI opponent of Legendary difficulty. Start the match with no other AI or human players present. Within the first five minutes, select your starting base and choose the bottom option on the radial to recycle it. Win the match. (No time limit to how long it takes you to win or any further restrictions on number of bases you have.)
The Rank and File	10	Recruit or construct one of each UNSC unit in Multiplayer or Skirmish (launch units only).	Recruit or construct one of each of the UNSC units available at launch. This includes all UNSC units buildable from the base and its sub-buildings. This does not include any units summoned via Leader Powers.
The Tribe	10	Recruit or construct one of each Banished unit in Multiplayer or Skirmish (launch units only).	Recruit or construct one of each of the Banished units available at launch. This includes all Banished units buildable from the base and its sub-buildings. This does not include any units summoned via Leader Powers.
Trash Compactor	20	Destroy 100 vehicles with anti-vehicle units (Multiplayer, Skirmish, or Blitz).	In Multiplayer, Skirmish, or Blitz, use units flagged as anti-vehicle (e.g., Cyclops and Hunter) to destroy 100 vehicles.
Flyswatter	20	Destroy 100 air units with anti-air units (Multiplayer, Skirmish, or Blitz).	In Multiplayer, Skirmish, or Blitz, use units flagged as anti-air (e.g., Wolverine and Reaver) to destroy 100 air units.
Meat Grinder	20	Kill 100 infantry with anti-infantry units (Multiplayer, Skirmish, or Blitz).	In Multiplayer, Skirmish, or Blitz, use units flagged as anti-infantry (e.g., Sniper, Hellbringer, Elite Ranger, and Suicide Grunt) to kill 100 infantry.
Spare Change	10	Spend five Leader Points in Multiplayer or Skirmish.	Spend five Leader Points in Multiplayer or Skirmish over any number of matches.
Big Spender	20	Spend 100 Leader Points in Multiplayer or Skirmish.	Spend 100 Leader Points in Multiplayer or Skirmish over any number of matches.
Space Healer	20	Cast 100 healing Leader Powers (Multiplayer, Skirmish, or Blitz).	Cast 100 healing Leader Powers in Multiplayer, Skirmish, or Blitz over any number of matches.
Overkill	20	Destroy 500 units with Leader Powers (Multiplayer, Skirmish, or Blitz).	Use offensive Leader Powers to destroy 500 units in Multiplayer, Skirmish, or Blitz over any number of matches.
The Hand That Feeds	20	Kill a unit owned by a developer or someone who has this Achievement.	Kill a unit owned by someone who already has this Achievement, or a person whose gamertag is flagged as a developer (which means they’ll have this Achievement).

CHALLENGE ACHIEVEMENTS

NAME	GAMERSCORE	DESCRIPTION	UNLOCK CONDITION
Making the Most of the Day	10	Complete three Daily Challenges in one day.	Complete all three daily challenges for the current day.
A Strong Showing for the Week	10	Complete a set of three Weekly Challenges.	Complete all three weekly challenges for the current week.
Short-Term Commitment	20	Complete at least one Daily Challenge each day for a week.	For seven consecutive days, complete one daily challenge each day.
Long-Term Commitment	30	Complete at least one Weekly Challenge each week for a month.	For four consecutive weeks, complete one weekly challenge each week.

BLITZ ACHIEVEMENTS

NAME	GAMERSCORE	DESCRIPTION	UNLOCK CONDITION
Duellist	10	Win your first Blitz match.	Win a single Blitz match.
Ante-Up	10	Complete the Blitz tutorial.	Complete the Blitz tutorial.
Card Shark	20	Play 25 matches of Blitz.	Play and complete 25 Blitz matches.
Full House	10	Play Blitz as each of the six starting leaders.	Play six Blitz matches, one as each of the six launch leaders.
All or Nothing	10	Play all the cards in your deck at least once in a single Blitz match.	Play all 12 cards in your deck once in the course of a single Blitz match.
Stacked the Chips	10	Gather 150 Energy Crates over any number of matches.	Destroy and gather Energy from 150 Crates in Blitz over any number of matches.
Jackpot	40	Play 777 total cards over any number of matches.	Play 777 cards over any number of Blitz matches.
Firefighter	10	Beat Wave 10 in Blitz Firefight.	Complete Wave 10 in Blitz Firefight.
It Just Keeps Going	30	Beat Wave 25 in Blitz Firefight.	Complete Wave 25 in Blitz Firefight.
On Fire	20	Score 500,000 points in a single Blitz Firefight.	Score at least 500,000 points in one Blitz Firefight match.
Paint It Red	10	Achieve the highest possible killstreak in any Blitz mode (Blitz or Firefight).	Achieve the highest possible killstreak in a Blitz match.

PRE-ORDER DLC ACHIEVEMENTS

NAME	GAMERSCORE	DESCRIPTION	UNLOCK CONDITION
Heroes Never Die	10	Play three matches as John Forge (Multiplayer, Skirmish, or Blitz).	Play three matches as Forge in Multiplayer, Skirmish, or Blitz, mixing and matching however you choose between the modes.
Man-to-Freak Communication	10	Kill 50 units with Forge’s Warthog (Multiplayer, Skirmish, or Blitz).	Kill 50 units with Forge’s Warthog in Multiplayer, Skirmish, or Blitz, mixing and matching however you choose between the modes.
Bear Necessities	10	Build 10 Grizzlies (Multiplayer, Skirmish, or Blitz).	Build 10 Grizzlies from the Garage in Multiplayer, Skirmish, or Blitz, mixing and matching however you choose between the modes.

DAY ONE DLC ACHIEVEMENTS

NAME	GAMERSCORE	DESCRIPTION	UNLOCK CONDITION
Twisted Firestarter	10	Play three matches as Morgan Kinsano (Multiplayer, Skirmish, or Blitz).	Play three matches as Kinsano in Multiplayer, Skirmish, or Blitz, mixing and matching however you choose between the modes.
I Don’t Want to Set the World on Fire	10	Burn 50 infantry units with Kinsano’s Flamewall ability (Multiplayer, Skirmish, or Blitz).	Burn 50 infantry units with Kinsano’s unit ability in Multiplayer, Skirmish, or Blitz, mixing and matching however you choose between the modes.
The Roof Is on Fire	10	Kill 100 units with Inferno (Multiplayer, Skirmish, or Blitz).	Kill 100 units using the Inferno Ultimate ability in Multiplayer, Skirmish, or Blitz, mixing and matching however you choose between the modes.

SKULLS

MISSION	SKULL NAME	AWARDED WHEN	EFFECT
A New Enemy	Grunt Birthday Party	All Power Nodes captured	NON-SCORING: Killed Grunts explode into a shower of confetti, bringing joy to the battlefield—if you're not a Grunt, that is.
Ascension	Paintball	Main Banished base destroyed	NON-SCORING: Marine grenades and Grunt mines splatter the environment with color (as well as deadly shrapnel). Time to paint the town!
Ascension	Pain Train	Hidden Banished base (on island) destroyed	All player units train 50 percent faster. Final score decreases.
One Three Zero	Bountiful Harvest	Keep all rescued prisoners alive	Supply from Supply Pads arrives 25 percent faster. Final score decreases.
The Cartographer	Emperor	Banished northern base expansion destroyed	All player Powers recharge in half the time. Final score decreases.
Lights Out	Pestilence	All prisoners released	All player units slowly lose health from the moment they're built. Final score increases.
From the Deep	Total Annihilation	Mission completed without Spartan downed	Spartan special-ability Slams create an even more powerful explosion upon landing. Final score decreases.
Hold the Line	Sickness	No barricades destroyed	All player units have 50 percent fewer hit points. Final score increases.
Hold the Line	Firestarter	Particle Cannon stays above 50 percent health	Grunts and Marines explode upon death, inflicting damage on enemy units. Final score decreases.
Under the Dark	Things That Make You Go Boom	All three Brute Warlords eliminated	Hero units unleash a nuclear explosion upon death. Final score decreases.
The Foundry	Wuv Woo	Scarab survives the mission	NON-SCORING: Scarab and Locust beam weapons shoot rainbows made of pure love and hearts. Maybe Atriox isn't such a bad buy after all!
The Foundry	Sugar Cookies	Scarab health doesn't drop below 25 percent	All player units have 50 percent more hit points. Final score decreases.
The Halo	After Party	Bravo Base rescued	Anytime a Firebase is destroyed, the player who owned it gets a tank and infantry unit. Final score decreases.
Last Stand	Nightmare	Control Room Shield takes less than 25 percent damage	No checkpoints or saves on any difficulty. Campaign only. Final score increases.
Last Stand	Shadow	Both Brute Warlords and their reinforcements eliminated	All infantry units start cloaked. Final score decreases.

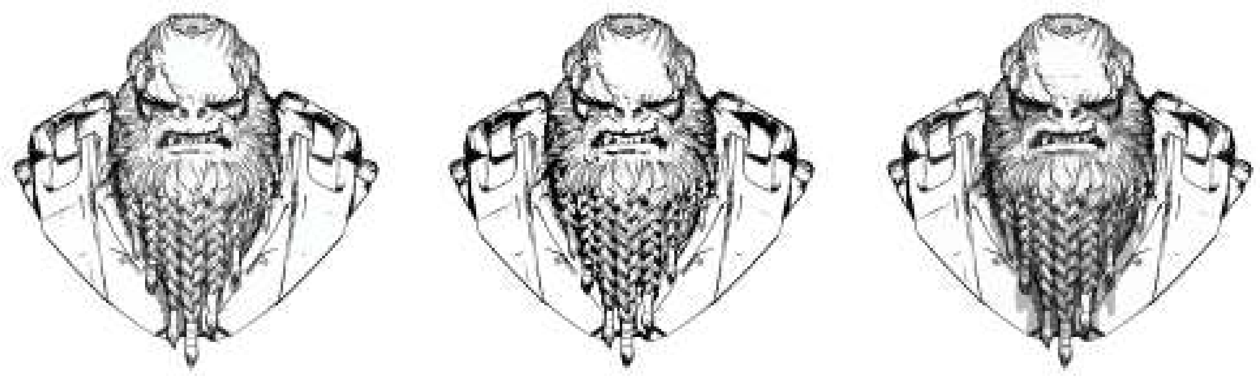
Extras

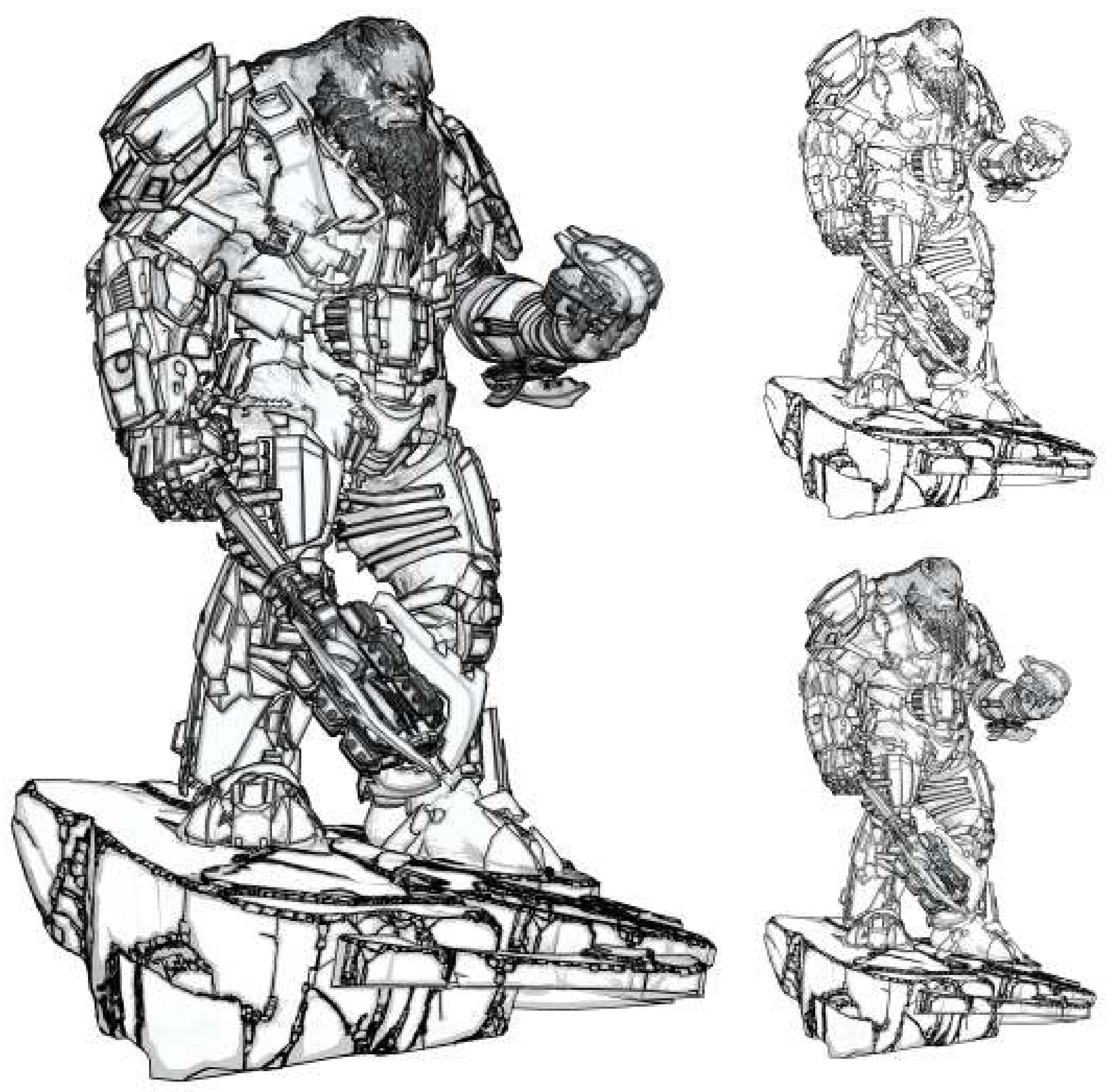
Phoenix Logs

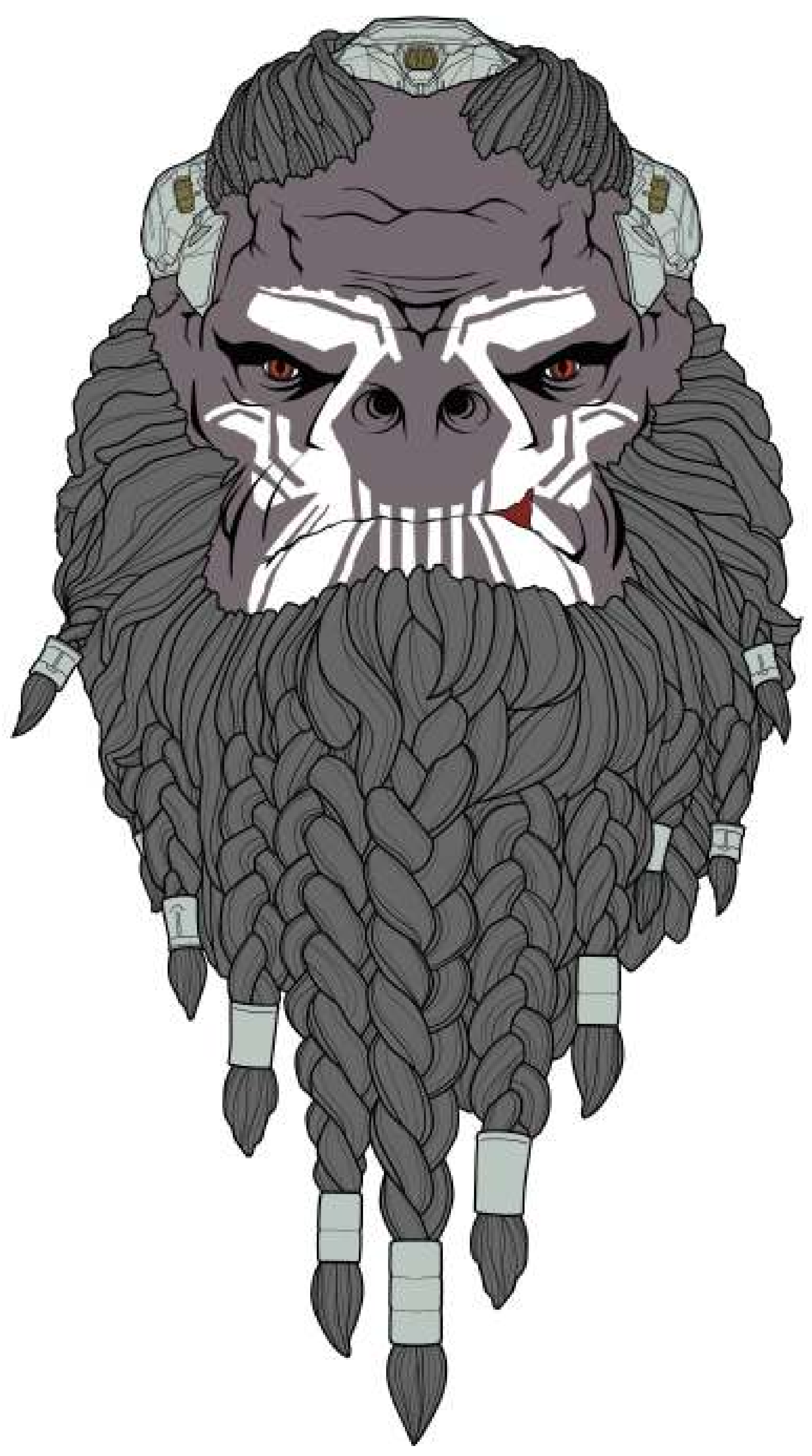
PHOENIX LOGS

MISSION	PHOENIX LOG TITLE	LOCATION
The Signal	The Healing of Old Wounds I	On road to lightbridge.
The Signal	The Healing of Old Wounds II	On road to lightbridge.
The Signal	The Healing of Old Wounds III	On road to lightbridge.
The Signal	A New Bridge to Cross I	On road to lightbridge.
The Signal	A New Bridge to Cross II	On road near Pelican crash site.
The Signal	A New Bridge to Cross III	On road near portal after teleport from upper platform.
A New Enemy	Rise of Atriox I	By the waterfall after first encounter at Banished camp.
A New Enemy	The Graveyard	In front of main Banished base.
Ascension	The Turn of the Screw	Located to the far right (east) on the metal platform walkway.
Ascension	Rise of Atriox II	On the side path just before you reach the lightbridge.
One Three Zero	Alice-130 Report #1	In forest glade between the first two prison camps.
The Cartographer	The Blinded	Behind the first conduit you disable, at the far left (west).
The Cartographer	The Telegony	Spawns when you destroy eastern Banished minibase site (on back upper platform).
Lights Out	A Split Heart Is Easily Conquered	Spawns when you destroy big Banished base in west.
Lights Out	Rise of Atriox III	In the three-dome prison camp.
From the Deep	A Warning	By the rock arch near eastern shore.
Hold the Line	Chrysalis	On cliff overlooking east approach route.
Hold the Line	Rise of Atriox IV	On the walkway from the base of the Particle Cannon.
Under the Dark	A Small Sacrifice	Near first Brute Warlord on first half of map.
Under the Dark	Rise of Atriox V	Spawns nearby when you kill the third Brute Warlord, just beyond the last red shield gate.
The Foundry	*Enduring Conviction* Battle Reports	Near Scarab repair pit by debris.
The Foundry	The Snake That Eats the Tail	Spawns nearby when you destroy Banished base in south basin.
The Halo	Rise of Atriox VI	South of the main UNSC base, next to two Power silos.
Last Stand	Beyond the Edge	Spawned upon death of southeast Brute Warlord.

Atriox







Concept Art Gallery

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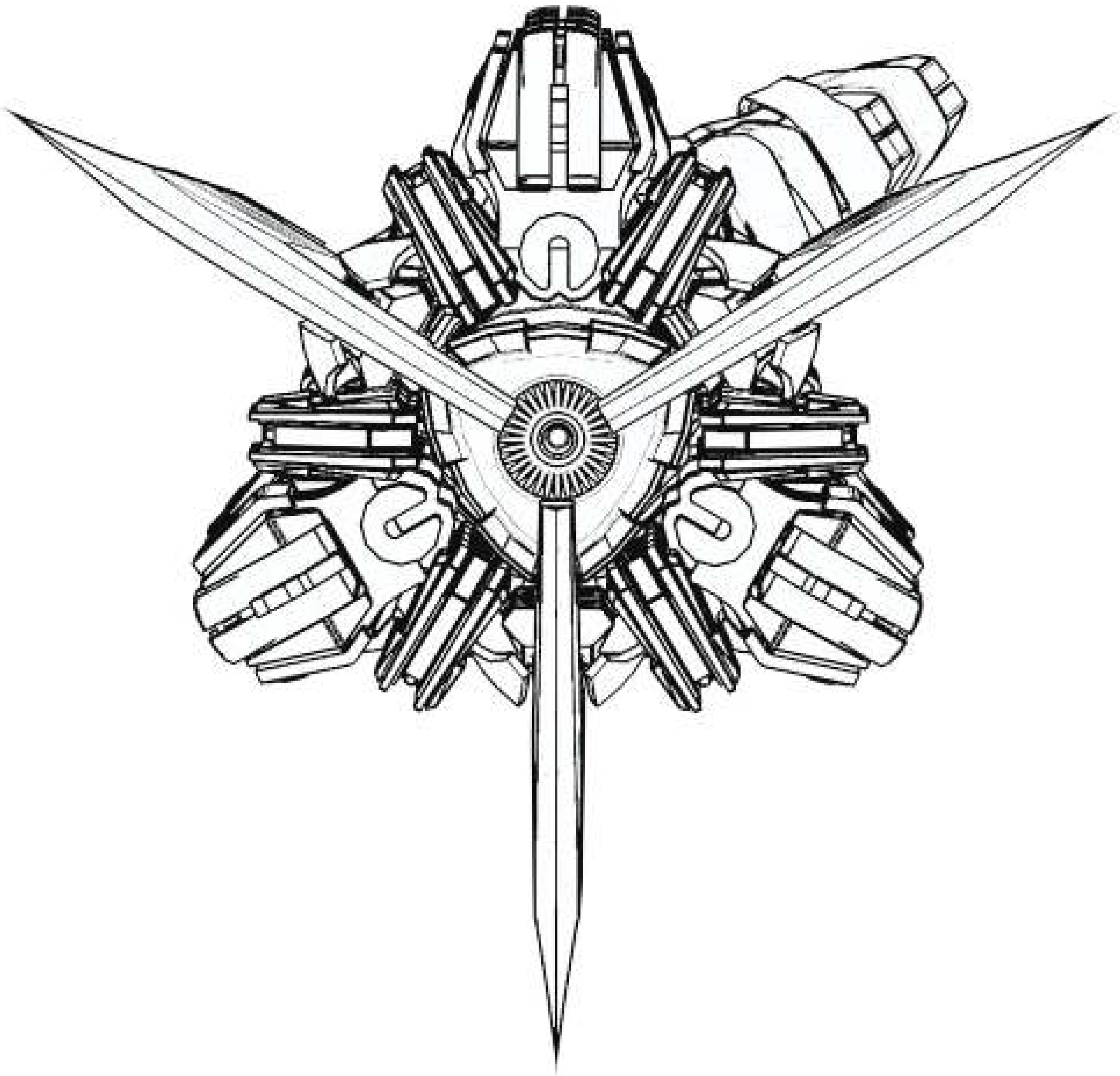
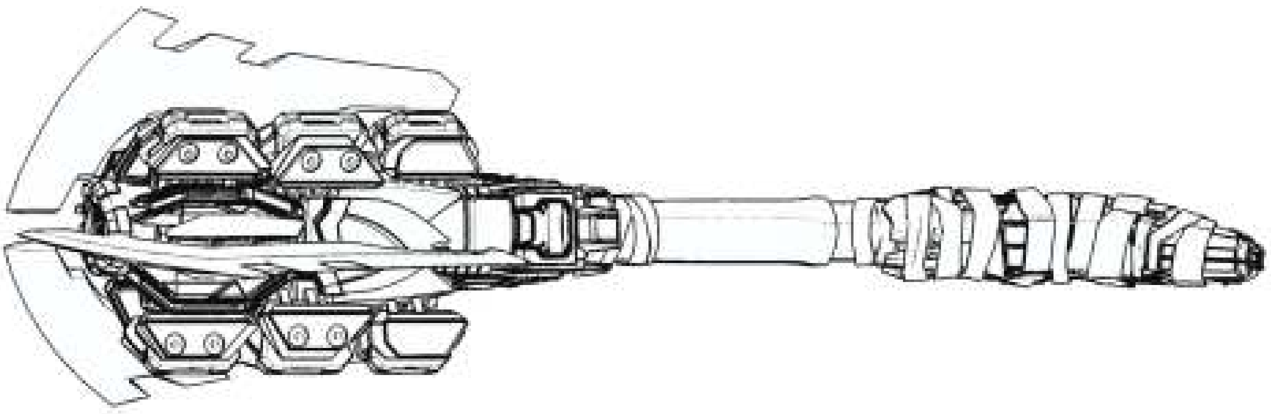
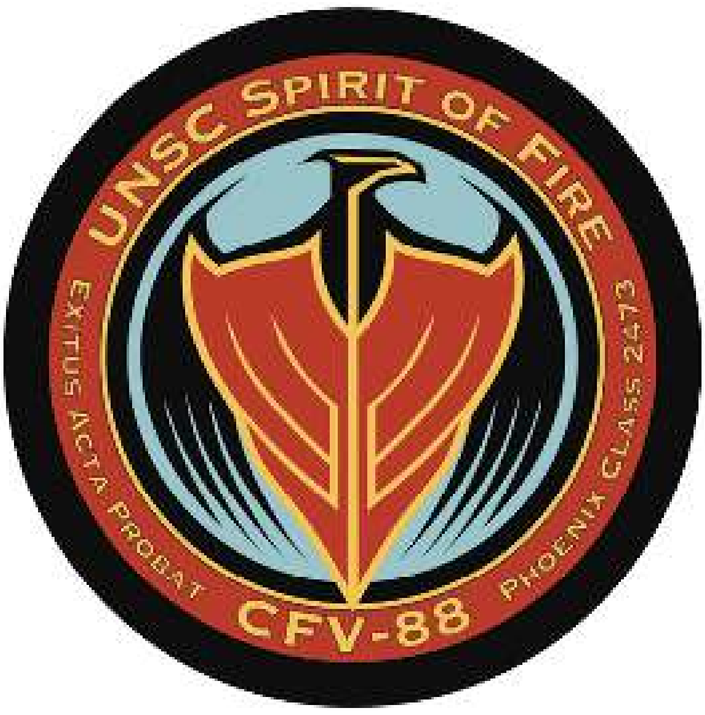




Spirit of Fire


UNSC SPIRIT OF FIRE
EXITUS ACTA PROBAT
PHOENIX CLASS 2473
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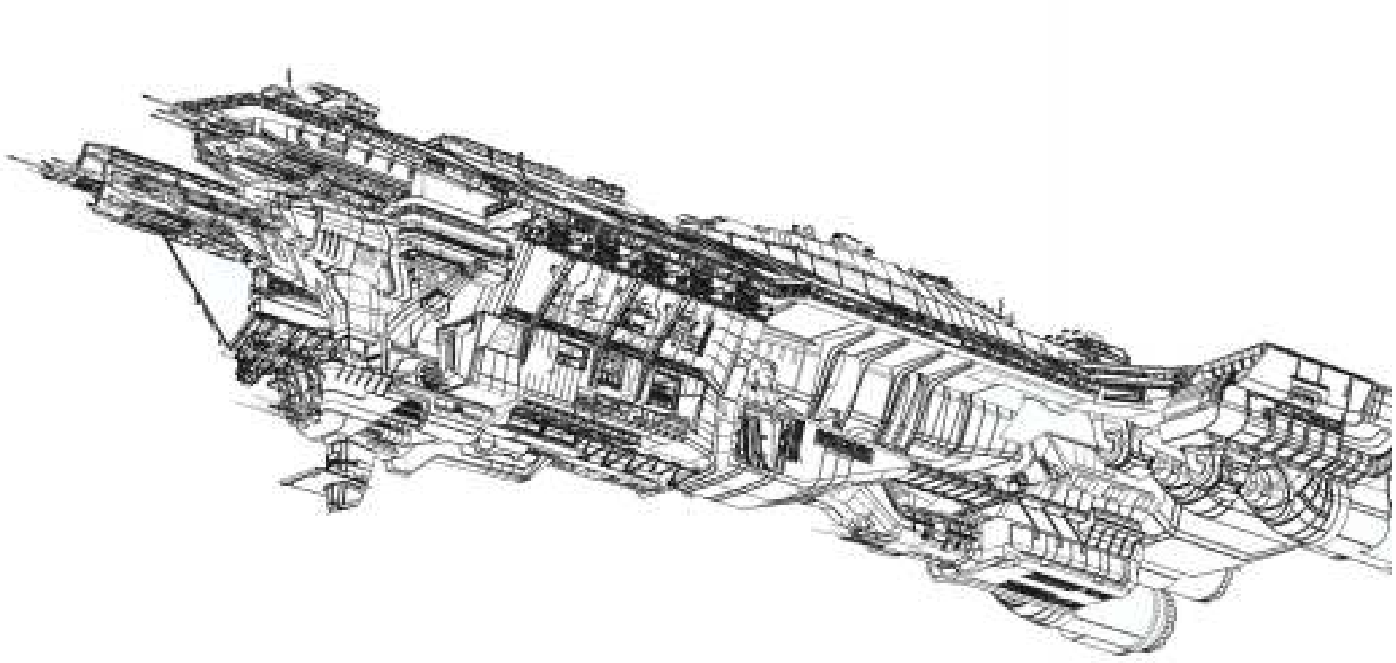

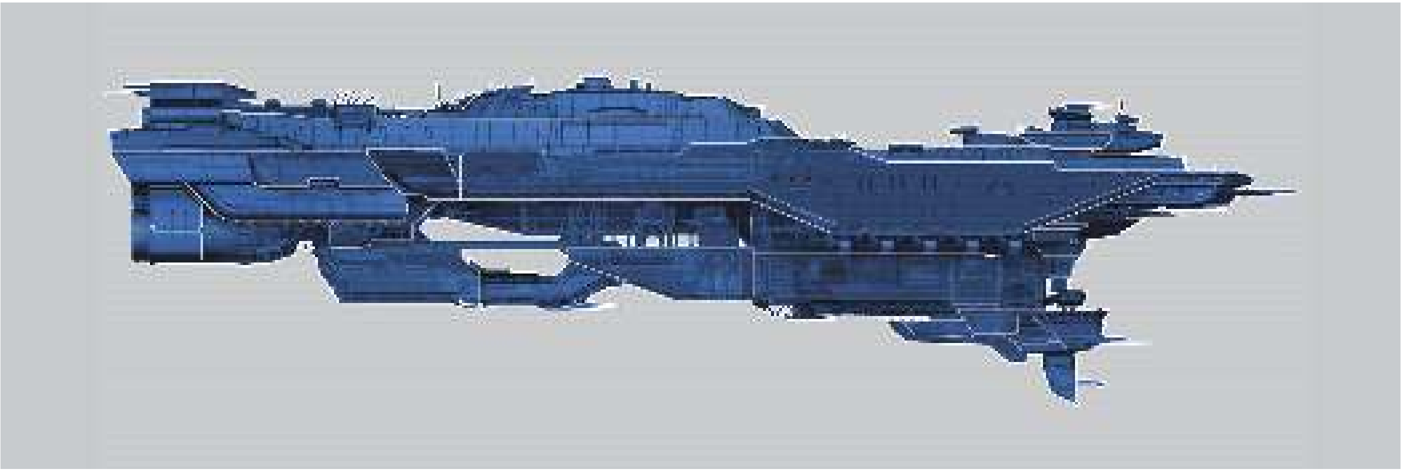

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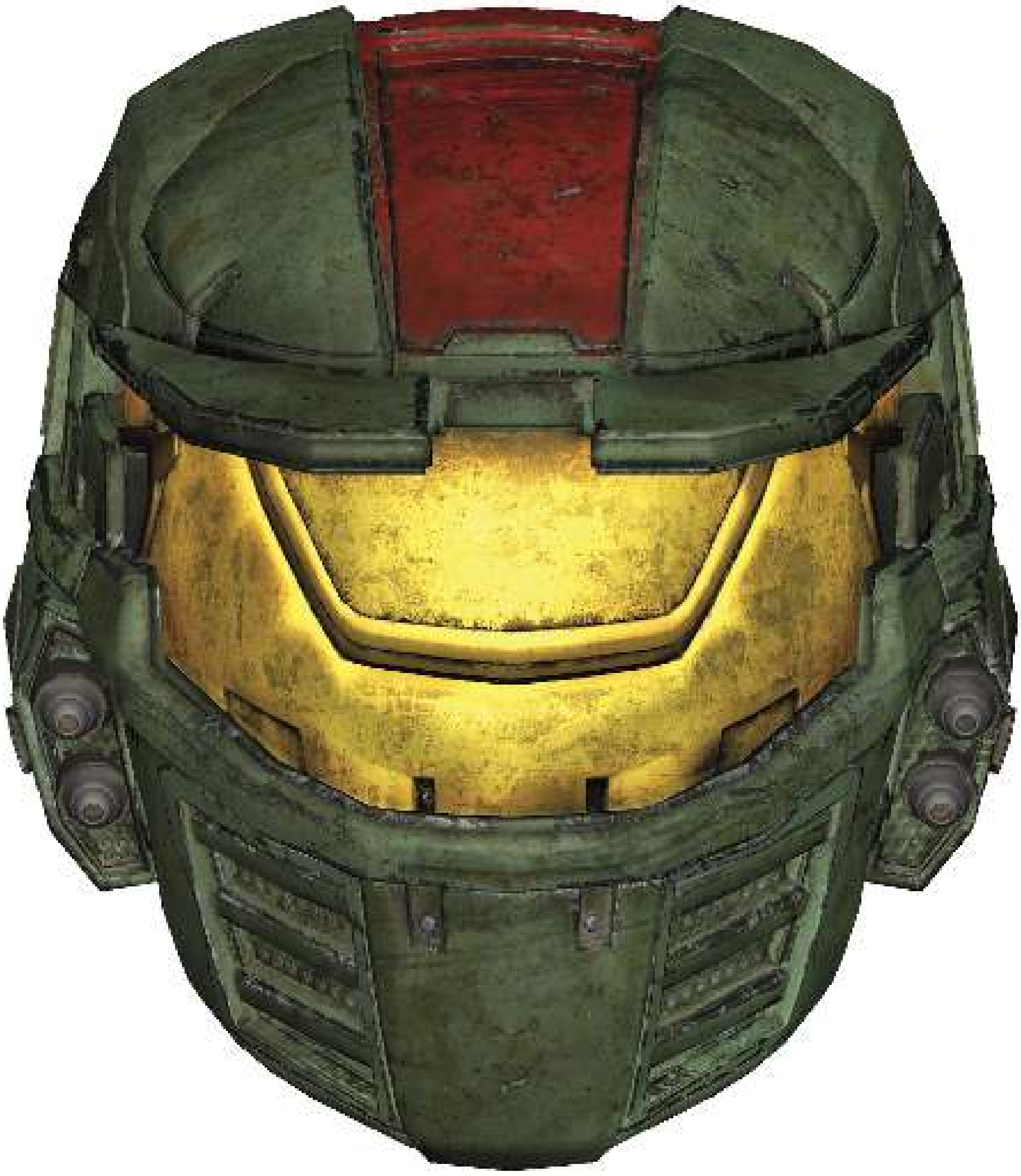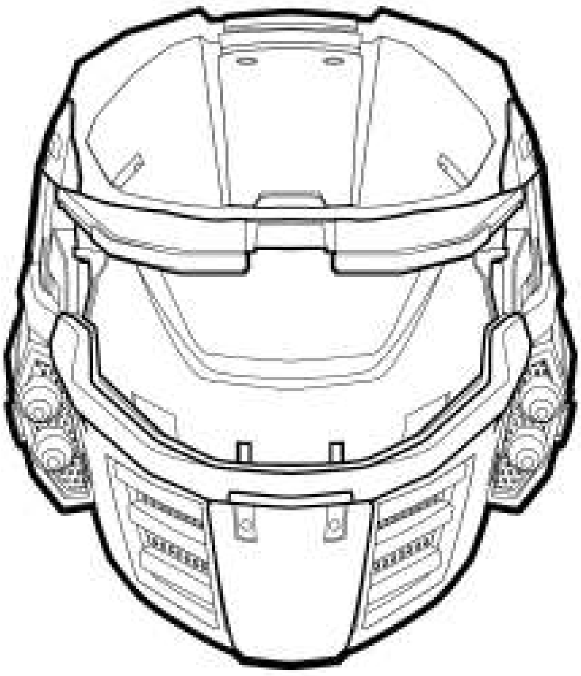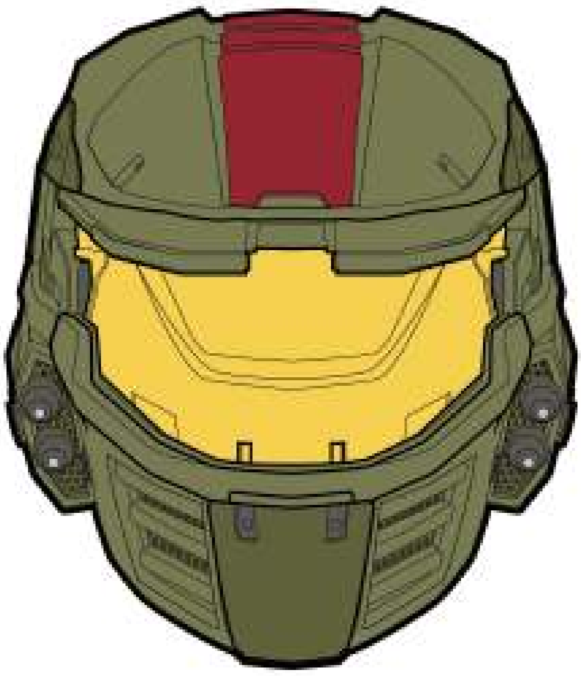Jerome Helmet